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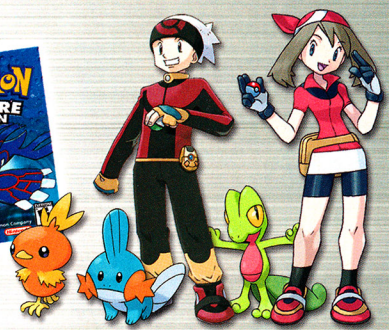

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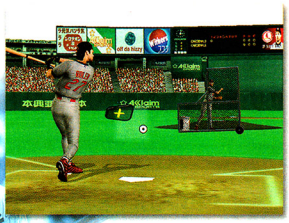

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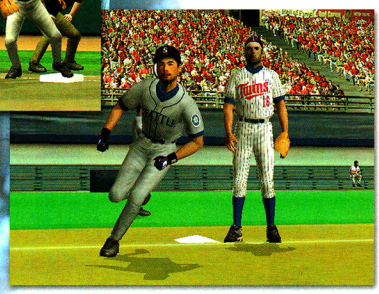

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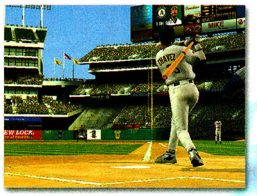

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XBOX

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Violence
Comic Mischief

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PUBLISHER
T. KIMISHIMA

EDITOR IN CHIEF
YOSHIO TSUBOIKE

MANAGING EDITOR
SCOTT PELLAND

SENIOR EDITORS
JESSICA JOFFE STEIN
GEORGE SINFIELD

STAFF WRITERS
ALAN AVERILL
JESSICA FOLSOM
STEVEN GRIMM
STEVE THOMASON

CONTRIBUTING WRITERS
GUY BACCI
PATTY WHISLER

EDITORIAL CONSULTANTS
GEORGE HARRISON
PETER MACDOUGALL
DAN OWSEN
PHIL ROGERS
JACQUALEE STORY
JUANA TINGDALE

COPY EDITOR
CANDACE ENGLISH

ASSISTANT PRODUCTION MANAGER
MACHIKO OEHLER

PRODUCTION COORDINATORS
CORINNE AGBUNAG
MAYUMI COLSON

ART DIRECTOR
KIM LOGAN

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JIM CATECHI
TIM GARRET

DESIGNERS
REBEKAH LANE
ANDY MYERS
DAVID WATERWORTH

PRODUCTION ASSISTANT
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DESIGN, GAME STRATEGY & ILLUSTRATION
V-DESIGN INC.

V-DESIGN INC. ART DIRECTOR
YOSHI ORIMO

V-DESIGN INC.
JILL ANDERSON
DEANNA BAKER
ADAM CROWELL
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BRIAN JONES
SONJA MORRIS
JOHN RICE

COVER DESIGN
GRIFFES ADVERTISING

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MARKETING SPECIALIST
MALINDA MILLER

FOR ADVERTISING INQUIRIES, CONTACT
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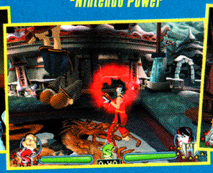
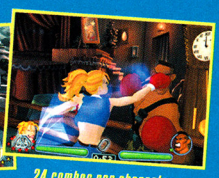


Strategize using 18 different power-ups



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PLAYER'S PULSE

We received so many interesting letters this month covering everything from tips to facts to Animal Crossing fun. You've been coming up with some great topics—keep those letters coming! The response to this month's featured Write Away, Right Away was astounding, too. Check it out on page 14.

BEHIND THE GAMING SCENE

Hi there, good folks at the big N. I was thinking, we here in North America have Nintendo Power. Does someone in Japan publish Nintendo Power in Japanese? Or is it called something else? Does Nintendo of Japan have an exclusive magazine like we do? Thanks for a great mag.

Twyque
Via the Internet

Nintendo Power doesn't reach our friends in Japan, but they have some great official Nintendo magazines of their own. NCL (Nintendo Company Limited) in Japan has no in-house publications department, so it contracts with three outside publishers to create Nintendo magazines. Nintendo fans in Japan get all their inside info from Nintendo Dream, (published by Mainichi Communications) Nintendo Cube & Advance (published by EnterBrain) and Dengeki GameCube (published by Media Works).

What software do you use to design your games? I definitely want to become a computer programmer and I am thinking of learning C++ and Codewarrior. Thanks for your time.

Drago865
Via the Internet

The Nintendo game designers at NCL in Japan and NST (Nintendo Software Technology) in the USA use a lot of proprietary tools for game development, but most game programming is based on C++. Learning C++ would be a great foundation for all aspiring game programers.

My friend and I love drawing and creating characters, and then making cool plots and profiles and a story line for them. I was just wondering if video game character designing is actually a job. Not creating the game, but just making the next Fox McCloud or Samus Aran.

Ross Fitzgerald
Via the Internet

Yes, character design is an integral part of video game production, and a unique job. Artists make video game characters come to life with concept art before the characters are placed into a game. Character design varies from pen and pencil drawings to elaborate, 3-D computer renderings.

It's been a while since we've heard anything about what Silicon Knights is doing now, after Eternal Darkness. I was wondering if you could tell us what this talented group is up

LETTER OF THE MONTH

Hey, I just have a quick question for you that I need an answer to so I can end an argument between my friends. What was the very first game made for the NES? Thanks for your help!

Carl Wynia
Montana

We had to dig way back into the game records to find the answer to this one, and you may be surprised by what we found. There wasn't just one first NES game. There were actually 18 titles released in October 1985, when the NES was launched. Even back then, Nintendo supported its system with a diverse library of launch titles. Take a trip back in time and look at the list below. Do you remember playing any of these? We sure do!

10-Yard Fight	*Golf*	*Pinball*
Baseball	*Gyromite*	*Stack-Up*
Clu Clu Land	*Hogan's Alley*	*Super Mario Bros.*
Donkey Kong Jr. Math	*Ice Climber*	*Tennis*
Duck Hunt	*Kung Fu*	*Wild Gunman*
Excitebike	*Mach Rider*	*Wrecking Crew*

to? And any word on what Retro Studios is doing next?

Chris Lindhout
Via the Internet

The big news is that Nintendo and Retro Studios have confirmed that Metroid Prime 2 (working title) is in the works! There's no official word yet on Silicon Knights' next project. Keep checking Game Watch, nintendo.com, retrostudios.com and siliconknights.com for breaking news.

GBA SP BUZZ

Why didn't you tell us about the Game Boy Advance SP? I just read about it in a newsletter. If it's due for North American stores in March, shouldn't you have told us?

rozenman
Via the Internet

I just heard about the new GBA SP and I have a few questions. I bought an e-Reader and I see that the new GBA SP installs games in the front. Will the e-Reader work on this new GBA? Also, does it have L and R Buttons? What does "SP" stand for? Thanks!

David Battino
Via the Internet

It takes careful coordination at NOA to prepare for such an exciting announcement. Rest assured that once we announce something, though, it's official news! The GBA SP will be compatible with the e-Reader. The compact system has L and R Buttons on the back, near the hinge. The letters "SP" in GBA SP stand for "Special."

WHEN GAMES COME TO LIFE

Ryan and Kimberly Reusing from Maryland love Animal Crossing and enjoy their time playing it together so much, that they created a model of their town. They sent along some photos and the following letter for all Animal Crossing fans to enjoy. Thanks for sharing your town with us!

My mother and I simply love Animal Crossing. All summer we read and reread your great Animal Crossing reviews—we couldn't wait to play! After we purchased Animal Crossing, we were inspired to make a beautiful diorama of our town, "Otown." We also made some of our favorite characters to go along with it—Pelly, Rover, Gwen and our original character. The diorama is made from cardboard and foam rubber, and the characters are made from clay.

ANIMAL CROSSING CORNER

I am an active member of a popular Internet forum dedicated to Animal Crossing. We agree on most things, but there is one constant debate. The male character in Animal Crossing has what appear to be horns sticking out of his head. Are these in fact horns, or does he have some crazy hairstyle?

Brandon (Mr. Mayor)
Via the Internet

Well, Mr. Mayor, you can settle the debate—the horns aren't real. Animal Crossing's male characters all have little decorative horns sticking out of their hats. It isn't a crazy hairstyle. The viking look is all the rage around the village these days.

I read the article on feng shui in Classified Information, and now I'm confused. Does feng shui work on both floors in your house, or just the first?

David Fong
Via the Internet

Feng shui works kind of like the Happy Room Academy rating—only the first floor incorporates feng shui.

I can't believe you never thought of having a Write Away, Right Away for people's custom Animal Crossing town tunes! I have discovered songs from many Nintendo games. Here are a few of my favorites.

Chrono's Theme:
adefzaeczaceABzz

Kirby's Theme:
A-Gfeca-defGezz

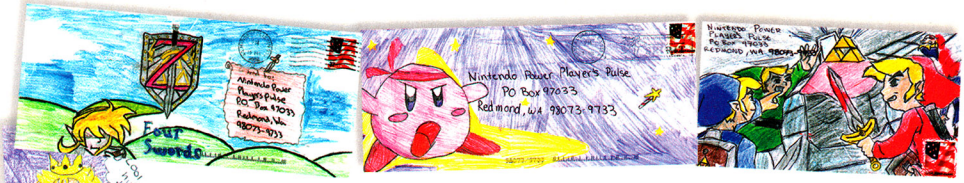
Mario Theme Song Intro:
zzCCzCzACzEzzzGz

Zelda-Elegy of Emptiness:
A- -BAfADB- -zzzzz

Gregory
Via the Internet

Thanks for sharing your great compositions, Gregory. All budding composers out there should check out Write Away, Right Away, and send in their favorite town tunes. Use the same format Gregory did: Uppercase letters represent notes in the higher octave, and lowercase letters are in the lower octave.

Hey y'all, I live in a small town by the ocean where our dwindling population is down to just 15. Ever since I can remember, I've had the most excellent friend a boy



could wish for. We used to play with various sports balls and unselfishly give each other gifts. I can remember that ol' goof always telling me "Cooha!" to lift my spirits. Oh, Egbert, how I miss you. You see, one of my not-so-respectable human friends came to visit my town and charmed Egbert into leav . . . (sob) . . . (wipes nose). I don't know why I'm spilling my emotions to a video game magazine.

P.S. Tom, you have been a wonderful comfort to me during this hard time.

Lonely Spherical-Horn Head
A Village Somewhere

We feel for you, Lonely Spherical-Horn Head, and hope that one day you and Egbert are reunited.

A NINTENDO WHAT???

The funniest Nintendo game product I've ever seen is the Mario Kart 64 Telephone. It has Mario holding a lightning bolt while driving, and the phone sits on top of the car's engine!

Nick Butler
Via the Internet

The weirdest Nintendo game product I've ever seen was a Pokémon MakeUp Set. Now, this may just seem weird to me because I'm a guy, but really . . . do you want to rub your face with makeup that has Jigglypuff on it? Would you really want to put lipstick on with Pikachu on it?

Odis
Via the Internet

One funny Nintendo game product is a cake pan shaped like Mario and Luigi. It's pretty fun to have a cake shaped as the Nintendo legends!

Alan Bolima
Via the Internet

The weirdest Nintendo product I have ever seen is Mario and Zelda cereal! The box has pictures from old Mario and Zelda games. Don't forget that they both come in one box! In one side there's Zelda cereal, and on the other side is Mario cereal. What a satisfying breakfast!

Andrew Smith
Minnesota

The strangest Nintendo character product I've seen was a Pikachu bathing mitt. At first I thought it was an oven mitt, but when I read the tag, I realized it was for taking a bath. This just goes to show how many different products people can think of to feature a Nintendo character.

Rachel Bock
Via the Internet

The funniest game product I've seen is Game Boy Shampoo. It's a shampoo bottle in the shape of the original Game Boy. The screen is clear and there is a little game inside. You push the A or B Button and air blows little rings onto posts that are stuck inside the bottle. In the background there's a picture of Mario giving a thumbs-up and winking.

Ishbue
Via the Internet

Well, it's not funny, but cruel. Yes, you all know those cute little Pokémon waffles. Who would want to eat Pikachu's head off? Yes, cruel. Ha ha ha. No, really, what about those spoons that you send off for in the Kellogg's cereal boxes? Every time you lick them, they make a Pokémon call. Now that's entertainment!

Heather Price
Alabama

Border Art Provided By:

Megan Beck, Washington
Theresa Bendell, Washington
Alex Clover, Minnesota
Andrew Desmond, Georgia
Anthony Elhage, New York
Zachary Fejes, Ontario
Donald Garant, West Virginia
Brian Harper, Indiana
Kristen Henry, Washington
Laura Knibbe, Nebraska
Francis LaBelle, California
Malori McBee, California
Friede Palsbo, Virginia
Sergio Porras, Texas
Kim Rooney, Massachusetts
Miles Wilson, Oregon

WRITE AWAY. RIGHT AWAY

This month reader Gregory sent us a few of his best Animal Crossing town tunes, and boy were we impressed! We want to see if there are other prodigious composers out there creating masterpiece Animal Crossing town tunes. The tunes don't have to be Nintendo game theme songs—send in your original tunes, or other familiar songs you've discovered. Consult the 411 section on page 140 to find out where to send your songs.

HIGH ENERGY PUZZLE PERFECTION

SUPER PUZZLE FIGHTER™ II

"Hours of addictive fun!"
– Game Pro

The greatest puzzle game of all time is back! Super Puzzle Fighter is chock full of ferocious competition, pint-sized characters and non-stop high-energy insanity! Stack the falling colored gems in strategic combinations. When the time is right, use a burst gem to shatter your blocks and watch your character demolish your opponent! Be the first to fill the other's screen with gems and K.O.!...you win!

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

GAME BOY ADVANCE

CAPCOM
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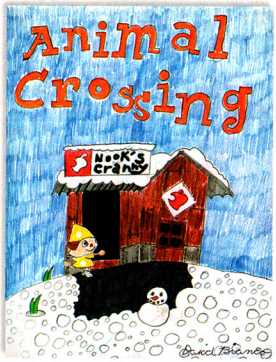
PLAYER'S PULSE ARTIST'S GALLERY

Ashley Pollard • Texas

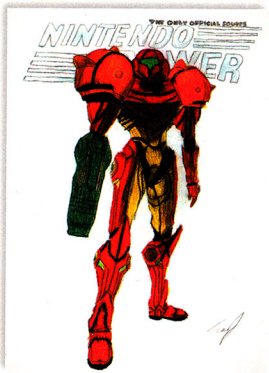


David Bianco • New Jersey

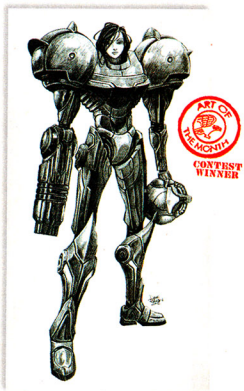
William Brendell • Michigan

Danny Goodwin • Louisiana

Sean McKenna • Massachusetts



Trumane Lee • North Carolina



Dave Barney • Utah

Raji Kakkar • Illinois

Sean Cronin • Florida

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Angel STUDIOS

NINTENDO GAMECUBE.

ESRB TEEN T CONTENT RATED BY ESRB

STRONG LYRICS
MILD VIOLENCE
SUGGESTIVE THEMES

www.transworldgames.com

Nintendo GameCube

We've expanded both GCN charts to give you a more extensive look at which titles are making an impact. Metroid Prime continues to dominate the sales chart this month, while Zelda continues to dominate the NP Krew's time.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	METROID PRIME	1	2
2	MARIO PARTY 4	2	3
3	SUPER MARIO SUNSHINE	3	5
4	JAMES BOND 007: NIGHTFIRE	9	2
5	HARRY POTTER & THE CHAMBER OF SECRETS	5	2
6	SUPER SMASH BROS. MELEE	8	13
7	ANIMAL CROSSING	7	4
8	SONIC MEGA COLLECTION	10	2
9	RESIDENT EVIL ZERO	4	2
10	STAR FOX ADVENTURES	6	4
11	*STAR WARS* BOUNTY HUNTER	•	1
12	MORTAL KOMBAT: DEADLY ALLIANCE	•	1
13	GODZILLA: DESTROY ALL MONSTERS MELEE	•	2
14	TONY HAWK'S PRO SKATER 4	•	2
15	SPYRO: ENTER THE DRAGONFLY	•	1
16	MEDAL OF HONOR: FRONTLINE	•	1
17	MADDEN NFL 2003	•	3
18	*STAR WARS* JEDI KNIGHT II: JEDI OUTCAST	•	1
19	SUPER MONKEY BALL 2	•	3
20	*STAR WARS*: THE CLONE WARS	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: THE WIND WAKER	1	2
2	SKIES OF ARCADIA LEGENDS	4	4
3	ANIMAL CROSSING	5	9
4	THE LORD OF THE RINGS: THE TWO TOWERS	3	4
5	METROID PRIME	2	9
6	RESIDENT EVIL ZERO	7	5
7	PHANTASY STAR ONLINE EPISODE I & II	•	7
8	SUPER MARIO SUNSHINE	•	8
9	JAMES BOND 007: NIGHTFIRE	•	2
10	TIMESPLITTERS 2	6	9
11	SUMMONER: THE GODDESS REBORN	•	1
12	MARIO PARTY 4	•	1
13	ETERNAL DARKNESS: SANITY'S REQUIEM	•	5
14	MEDAL OF HONOR: FRONTLINE	•	2
15	BALDUR'S GATE: DARK ALLIANCE	•	4
16	*STAR WARS* BOUNTY HUNTER	•	1
17	RAYMAN 3: HOODLUM HAVOC	•	1
18	HARRY POTTER & THE CHAMBER OF SECRETS	•	1
19	NHL HITZ 20-03	•	1
20	DEAD TO RIGHTS	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	1	3
2	RESIDENT EVIL 4	GCN	•	1
3	FINAL FANTASY TACTICS	GBA	4	2
4	KILLER 7	GCN	2	2
5	HARVEST MOON: A WONDERFUL LIFE	GCN	5	7

GET ON ALL FOURS

AND MAKE 'EM BEG FOR MERCY

ATV QUAD POWER RACING 2

When the world's most talented & aggressive riders get together to kick it, the results aren't always pretty, and the ride of your life may be your last. Master a vicious arsenal of lethal punches, in-air kicks & death-defying tricks, all while punishing the competition on massive globe-spanning tracks. See you at the finish line, sucka...if you make it that far!

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics
Mild Violence

PlayStation 2

NINTENDO GAMECUBE

XBOX

AKA Acclaim

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You turned the system off hours ago. But as you teeter on the edge of sweet slumber, there's the game again. It plays on like a lullaby, just under your eyelids, an omen of the fun you'll have the next glorious moment you get the controller in your hands. You'll find game power like this in Nintendo GameCube,™ now at Wal-Mart. We have all the games you've been dreaming of and Every Day Low Prices that mean you can actually afford them.

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Game Boy

The Legend of Zelda: A Link to the Past debuts on the Game Boy sales chart this month as the top-selling game of December. Another old favorite, Super Mario World, celebrates a full year on the chart by moving up three spots.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	•	1
2	YU-GI-OH!: THE ETERNAL DUELIST SOUL	1	3
3	METROID FUSION	2	2
4	HARRY POTTER & THE CHAMBER OF SECRETS	3	2
5	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	4	4
6	KIRBY: NIGHTMARE IN DREAM LAND	•	1
7	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	10	12
8	YU-GI-OH!: DARK DUEL STORIES	6	8
9	SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN	8	3
10	DRAGON BALL Z: THE LEGACY OF GOKU	•	7

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYERS CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	METROID FUSION	1	9
2	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	2	9
3	GOLDEN SUN: THE LOST AGE	•	1
4	POKéMON RUBY AND POKéMON SAPPHIRE	3	2
5	LUNAR LEGEND	10	3
6	SONIC ADVANCE 2	•	1
7	CAR BATTLER JOE	4	4
8	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	9	6
9	KIRBY: NIGHTMARE IN DREAM LAND	8	5
10	SUPER MONKEY BALL JR.	5	3

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Nintendo

Nintendo GameCube Jet
$149.44
Also available in Indigo

WaveBird Wireless Controller

The Legend of Zelda: The Wind Waker
Coming Soon

Lord of the Rings: The Two Towers

Harry Potter and the Chamber of Secrets

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Always.

PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB

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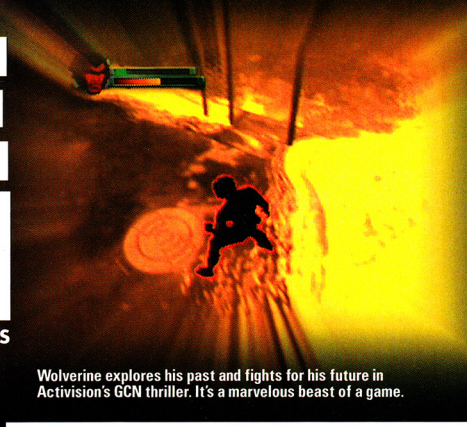
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



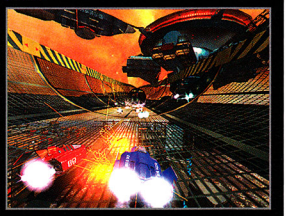
Wolverine explores his past and fights for his future in Activision's GCN thriller. It's a marvelous beast of a game.

THE SPOTLIGHT

Soul Calibur 2

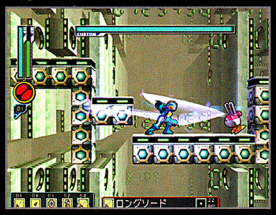
Expect some amazing surprises from Namco's Soul Calibur 2—one of the most anticipated games of 2003. Who's that green-clad hero?

F-Zero



Sega and Nintendo are collaborating on F-Zero for Nintendo GameCube, and we've got the latest pics of the futuristic racer.

Mega Man Network Transmission



Mega Man steps onto the GCN stage this spring in a remarkable new action adventure from Capcom.

Lost Kingdoms 2

The second installment of Activision's GCN exclusive RPG series is headed your way this spring.

X2: Wolverine's Revenge

Wolverine claws his way toward respect in Activision's action platformer for Game Boy Advance.

Hamtaro: Ham-Ham Heartbreak

The magical world of Hamtaro is coming to GBA this spring. It's an all-new Ham-Ham adventure.

THE GAMING NEWS FOR MARCH 2003

METROID PRIME 2 CONFIRMED

Samus Aran fans, rejoice. Retro Studios is working on Metroid Prime 2 (working title) for GCN. Last year's most celebrated game was just a brilliant beginning. A release date hasn't been announced yet, but Game Watch will keep you up-to-date as news develops.

CELEBRITY MELEE

Later this year, you'll be able to join the claymation mayhem when Gotham Games (a subsidiary of Take Two Interactive Software) brings MTV's Celebrity Deathmatch to GCN. More than 20 celebs including Busta Rhymes, Carmen Electra and Carrot Top will fight to the finish.

TURTLES, VAMPIRES AND HOOPS, OH MY!

Konami's Castlevania: Aria of Sorrow for GBA, whose teenage protagonist captures the souls of his enemies and uses their special abilities, will be released this May. The all-new Teenage Mutant Ninja Turtles games for GCN and GBA are coming in October. And Street Kings mixes street hoops with RPG as players try to become the King of the Street.

WATCH OUT FOR THE PITFALL

Activision's classic video game hero—Pitfall Harry—is returning to digital duty this year in adventures for GCN and GBA. Harry will swing, jump, climb and battle fearlessly through more than 50 stages set deep in the jungle. In other Activision news, the company has acquired the rights to make video games based on three upcoming animated movies from DreamWorks SKG. The films are *Sharkslayer*, *Madagascar* and *Over the Hedge*.

ACCLAIM'S 2003 LINEUP

Gamers, mark your calendars. In addition to already-announced titles, Acclaim is working on Burnout 2: Point of Impact, Speed Kings, SX Superstar, Alias, Xgra, Gladiator, Legends of Wrestling 3, NBA Jam 2004 and Urban Freestyle Soccer.

IT'S A GAMING ZOO IN THE U.K.

Several big names in the U.K. development community are working on exclusive GCN projects. Jeff Minter of Llamasoft and Peter Molyneux of Lionhead Studios have something marvelous up their sleeves in a game called Unity. The graphics are said to be absolutely stunning. A new U.K. development studio—Zoonami—headed up by Martin Hollis, formerly of Rare, is also working on a GCN title. Mr. Hollis was one of the guiding lights of GoldenEye 007 and Perfect Dark.

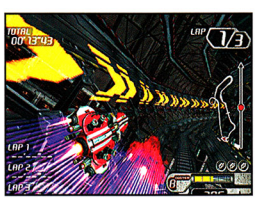
INFOGRAMES INFO

Infogrames is releasing a GCN, 2-D arcade masterpiece called Ikaruga created by Treasure in Japan. It's coming in April. Infogrames will release Enter the Matrix in May, not next fall as reported last month in GW. We'll have a preview next month.

A LINK TO SOUL CALIBUR 2

Namco's Soul Calibur 2 is scheduled to be released this August and will feature seven intense modes of fighting action: Arcade, Vs., Time Attack, Survival, Team Battle, Practice and Weapon Master. Weapon Master mode's RPG element allows players to equip their fighters with up to 200 weapons. The game's most surprising twist is that one of your fighters is Link from Nintendo's Legend of Zelda series. The hero of Hyrule has never looked more heroic. You can also fight as Necrid—a new character created by Todd McFarlane.

NEC IS BACK IN THE GAME

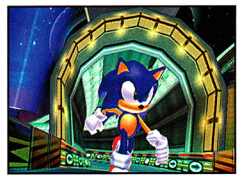


Back in 1989, a company called NEC entered the video game market with a 16-bit console called the TurboGrafx-16. Now NEC is reentering the gaming world, and its first title is an exclusive, futuristic racer for GCN called Tube Slider. The development team for Tube Slider includes talented designers and programmers formerly of Square and Capcom. It's a high-speed, 3-D race to the finish for up to four players, and it's release date is next month. That's fast.

THQ HAS A CRUSH

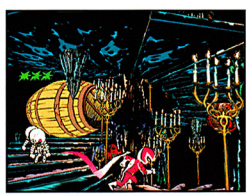
THQ and the WWE are rolling out a new extravaganza for Nintendo GameCube. WWW Crush Hour features demolition derby action and WWE stars. On the lighter side, THQ has a big Nickelodeon lineup for GCN and GBA in 2003, including games with SpongeBob, The Fairly OddParents, Jimmy Neutron, Rocket Power and more Nick faves. Finally, Disney Princesses for GBA will feature female heroes such as Belle, Ariel, Jasmine, Cinderella, Snow White and Sleeping Beauty in storybook adventures.

A SONIC SUMMER



Sonic the Hedgehog is headed to Nintendo consoles in two games this summer. Sonic Adventure DX for GCN is an enhanced version of one of the biggest hits for Sega's Dreamcast. The GCN DX will boast improved graphics and connective options with Game Boy Advance. Sonic Pinball Party for GBA's pinball tables are based on Sonic the Hedgehog, Samba de Amigos and Nights. Players with link cables can connect Sonic Pinball Party to Sonic DX.

CAPCOM BRINGS 'EM HOME



In January, Capcom held a press event to announce that the five GCN games previously announced for Japan are also coming to North America. Viewtiful Joe, due this summer, will be the first offering to arrive. The 2-D fighting game features an innovative move-editing feature that allows players to customize the hero's action moves on the fly. Players will soar even higher in Dead Phoenix, a futuristic fantasy adventure with a winged main character. Killer 7 leads players into a dangerous game between an underworld kingpin and a hitman with seven personalities. The plot involves world domination and a virulent plague. P.N. 03 is all about action. Vanessa Schneider hunts mechs with a vengeance on a colonial world where chaos reigns. P.N.03 is scheduled for release this summer, Dead Phoenix is coming in the fall and Killer 7 is slated for 2004. Resident Evil 4 is still TBD.

X2: WOLVERINE'S REVENGE

Game Type: Action
Publisher: Activision
ETA: April 2003
System: Nintendo GameCube

On April 16th, Wolverine will arrive on GCN in an action-packed, single-player romp from Activision and Genepool. The original story of X2: Wolverine's Revenge, written by legendary Marvel writer Larry Hama, delves into Wolverine's murky past. (The game has some similarities to the upcoming movie, but it's not based on the film.) The action starts with Wolverine busting out of the Weapon X facility, where he was surgically altered with an Adamantine skeleton. The rest of the game takes place years later, when Professor Xavier discovers that a Shiva virus in Wolverine's body is no longer dormant and is threatening our hero's life. It's up to Wolverine to return to the Weapon X facility and find a cure for the virus. Mark Hamill (Luke Skywalker) provides the voice talent for Wolverine, and Patrick Stewart provides the voice of Professor X.

The game has six acts and 23 stages with lots of foes and bosses such as Magneto and Sabretooth.

Wolvie's heightened senses pick up the paths of enemies and allow him to avoid hidden traps.

Wolvie's claws cut through steel as easily as they slice through unsuspecting foes.

Wolvie has about 50 moves at his disposal—all of them are dangerous and very cool.

ATV: QUAD POWER RACING 2

Game Type: Racing
Publisher: Acclaim
ETA: February 2003
System: Nintendo GameCube

Racing on brutal tracks with real ATV pro riders is a kick, particularly when you plant your boot on a competitor and send him to the back of the pack. Acclaim's arcade-style racer for GCN covers 15 tracks in five environments, and brings you freestyle tricks, strategic kick attacks and a two-player mode for in-your-face fun. There's a whole circuit of ATVs waiting for you.

Each ATV has its own set of attributes. Earn hotter rides as you move up in the standings.

Getting big air and pulling stunts are your tickets to extra boosts and faster lap times.

EVOLUTION SNOWBOARDING

Game Type: Extreme Sports
Publisher: Konami
ETA: March 2003
System: Nintendo GameCube

If snowboarding for pleasure isn't exciting enough for you, try snowboarding for your life in Konami's Evolution Snowboarding for GCN. Choose a character, collect bonus videos and fight through missions around the world, picking up weapons and challenging boss characters. Even boarding down K2 would seem tame after this.

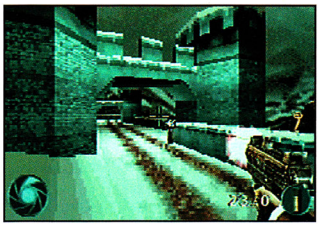
Your snowboarder uses fists and feet to send enemies sprawling on the slopes.

You'll have to pull stunts and beat the clock to reach checkpoints and complete your mission.

JAMES BOND 007: NIGHTFIRE

Game Type: First-Person Shooter
Publisher: EA Games
ETA: March 2003
System: Game Boy Advance

James Bond is coming to GBA in a big way this spring. The 3-D shooting action of James Bond 007: NightFire takes Bond through nine levels, recreating many of the stages from the GCN version of NightFire while presenting new challenges, as well. The story is essentially the same—Bond must track Drake from the Alps to Japan, then to the South Seas and finally into orbit. As you can see from the screen shots, the development team at JV Games has taken GBA 3-D to a new level. (Don't miss this month's Developer Profile.) What you can't see is the smooth frame rate. Nor can you hear the exceptional quality of the Bond theme. We give it a license to thrill.



The action begins outside a castle in the Alps. Inside, Raphael Drake plots world domination.

Bond picks up weapons and uses gadgets to accomplish mission objectives.

Many features of the GCN version of NightFire are recreated in amazing detail on Game Boy Advance.

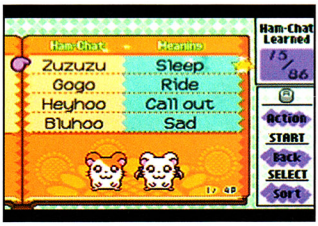
Would-be spies must earn bonuses and satisfy requirements before moving to the next stage.

HAMTARO: HAM-HAM HEARTBREAK

Game Type: Adventure
Publisher: Nintendo
ETA: April 2003
System: Game Boy Advance

The Ham-Ham gang is scooting over to GBA for its second adventure. That dratted Spat is causing trouble again, and you'll have to put an end to it. You'll learn a lot of the Ham-Ham language and dance steps. It's a gentle adventure that will appeal to fans of the cartoon and younger players.

On land and water, there's a lot of exploring to do in the first Hamtaro game for GBA.



As you learn the Ham Chat language, you'll be able to speak with characters in the game.

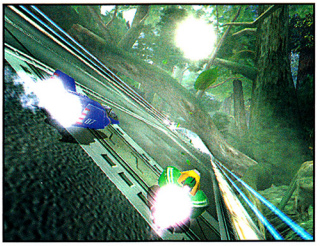
PROJECT: DIGIPEN

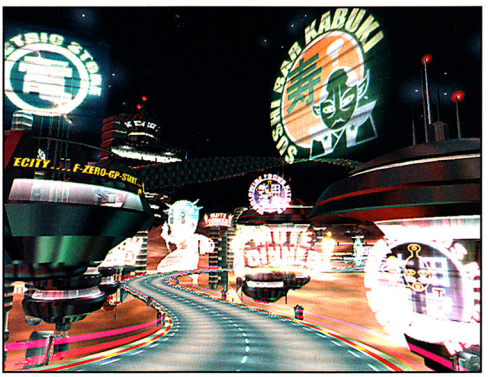
This month's Project: DigiPen spotlight falls on WASTE—a real-time strategy game in which you command huge armies in epic battles. The story is like something out of a *Mad Max* movie. Years of ongoing warfare have ravaged the world. Now only ragged bands of survivors roam the wastelands, searching for precious resources. The constant challenge of finding new resources and protecting existing stores provides the basis of the game. At the tactical level, you command troops in battle—grouping and moving troops on the overhead-perspective map. WASTE features an interesting food resource system that keeps your troops full and ready to fight, and the use of heroes to help train your raw recruits. To defeat your opponent, you'll have to invent new strategies and tactics. DigiPen sophomores Adam Brennecke (producer), Christian Crowser (designer), Jeffrey Lindsey (technical director), Justin LaLone (tester) and Clark Morse (sound director/product manager) created WASTE in less than six months.

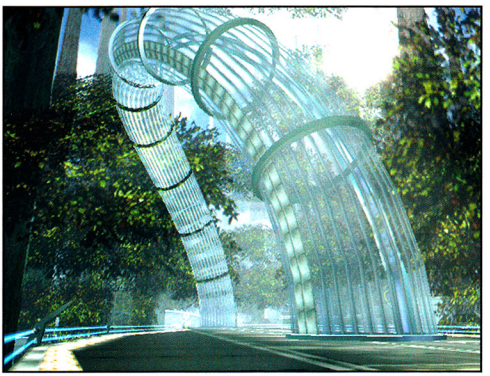
For more information on DigiPen and to download a copy of WASTE to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

MARCH GALLERY OF GAMES

F-Zero for Nintendo GameCube leads off our March Gallery of Games. The joint development between Nintendo and Sega is fueling up for a summer release. Some of the other highlights this month are the first Mega Man game for GCN, a party game with Mickey Mouse and his Disney friends and some awesome RPGs that arrived at the GW desk at the last minute.



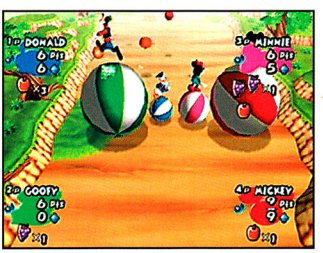




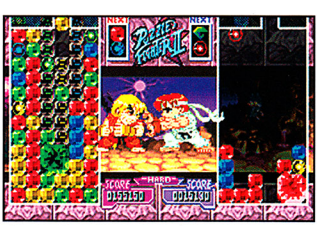
F-Zero for GCN
Mute City—a classic F-Zero track—is all about life in the fast lane. The forest track looks even wilder than Mute City's nightlife.

Backyard Baseball
Infogrames brings the easy-to-play backyard style of hardball to GCN this spring. See how pros like Randy Johnson and Barry Bonds played as kids.

City Racer
City Racer from Ubi Soft takes a page from Mario Kart, using realistic cars and not-so-realistic power-ups, which makes for a lot of fun.

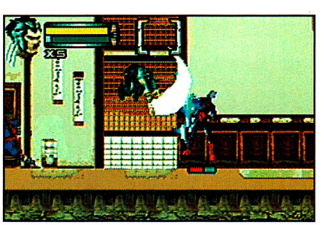


Disney Party
Mickey, Minnie, Donald, Goofy and other Disney characters compete in a new EA multiplayer board game with plenty of minigame action.



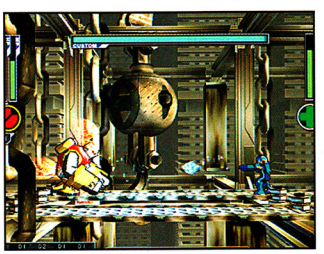
Super Puzzle Fighter II Turbo
What happens when you combine Street Fighter characters and an action puzzle? The answer is Capcom's competitive puzzler for GBA.

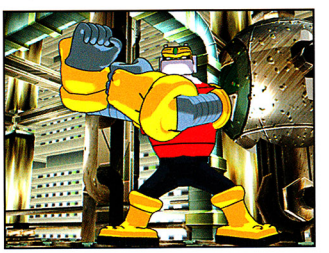
Ninja Five-O
What police force wouldn't want a ninja on its staff? Konami's Ninja Five-O brings a stealthy hero with excellent moves to Game Boy Advance.

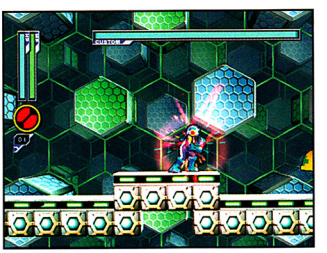


X2: Wolverine's Revenge
Activision and Vicarious Visions have created a challenging mission for Wolverine fans. Players collect power-ups to activate Wolvie's superabilities.

Epic Extra! See all about it!
Epic Center isn't the only place to look for RPGs this month. GW gives you a quick peek at Activision's Lost Kingdoms II for GCN, and Capcom's Onimusha Tactics and Mega Man Battle Network 3 for Game Boy Advance from Capcom. For even more RPG thrills, don't miss this month's Epic Center, which brings you new screen shots of Final Fantasy: Crystal Chronicles, Giftpia and Advance Wars 2.







Mega Man Network Transmission
With a stylish, cel-shaded appearance and more than 100 attacks, Mega Man comes to the GCN loaded with Blue Bomber appeal. You'll use the chip system from the Battle Network series to combat the Zero Virus.

DEVELOPER PROFILE

It's not unusual to find different versions of the same game appearing on both Nintendo GameCube and Game Boy Advance, but it is rare to find a GBA version that looks and feels similar to its GCN predecessor. The GBA has reached a new technical realm with James Bond 007: NightFire. How was the mini-Bond given such maximum effect? It's all in this month's Developer Profile.

Developer: JV Games, Inc., Las Vegas, NV

Founded: January 1994

Respondent: Vince Valenti, president

GW: What is your company's philosophy of game development?

VV: To continually try to learn and improve our abilities, not only as individuals but as a company in whole, and couple technology with our skills to create the best possible games that we can.

GW: Can you describe the steps your company goes through to create a game?

VV: The process of development varies with each project that we do. With a licensed title like NightFire, this was the process:

a) Gather information from our publisher, Electronic Arts, and set up a proposal of what we feel is possible to do on the system, with our time and space constraints.

b) Work closely with EA to identify important goals and objectives.

c) Assign tasks to our development team, which in turn handles their respective tasks. Tasks may include programming, art, level design, music, sound effects, etc.

d) Coordinate with team members to ensure the NightFire project is on target. Periodically hold brainstorming sessions that assist in handling obstacles and gather feedback on the project so far.

e) Work closely with our publisher to balance the game, test for bugs, and finalize the project.

GW: How would you describe your experience working on Game Boy Advance?

VV: I started programming at a time when in order to be a quality programmer you had to know assembly language. So, to program on a system like the GBA was fun for me. The system is well-balanced and easy to program. The processor has many great abilities along with a good design that make a project like NightFire possible.

GW: What were some of the challenges in recreating such a massive next-gen first-person shooter (FPS) adventure for GBA?

VV: The Game Boy Advance has a smaller screen and is slower than its next-gen counterparts. This altered the way we could transfer such a game to the GBA. When working on a next-gen system, the buzzword is "detail." Pack as much visual detail into the world as you can to help immerse the player in that world. On the GBA, that detail translates into visual noise and low frame rates. We altered our focus to create an environment that has broad strokes of detail without being busy, then balanced it with color and shapes to create a good impression on the player. This helped us in several ways. It kept the environments clean and easy to see, it helped keep the characters in the game from blending with the environment, and it kept the frame rate up.

GAME WATCH FORECAST

GW: What was the most crucial element for making a quality FPS for GBA?

VV: Balance. As a programmer, I have a tendency to want to include as many technical features as I can. We knew that too many features meant a slow game, so we had to make smart concessions. Every visual and audio feature needed to be pronounced in NightFire. If the feature was something that made a tiny impact and was computationally expensive, it was removed.

GW: The music and sound are very good. How important was it to re-create the music and sound effects of the next-gen game, and how did you accomplish it on GBA?

VV: Just like any movie or next-gen game, the music and sound effects are essential for creating mood. Early on with the development of NightFire, we allocated a good portion of our cartridge space for music and sound effects—about 20 percent. Creating the music was the more challenging of the two. We had to dissect the original scores and determine what parts were important. The goal was to create music that people could identify with its console cousin's, yet take the least amount of possible space. Vocals were also an important factor. Although we could not fit dialogue, we knew that well-placed one-liners could go a long way to create depth for the characters in the game.

GW: Is there anything new that you've incorporated in the GBA version?

VV: When developing this game, we tried our best to include as many of the elements that we could from the console versions. Even though we captured most of the essence of the other versions, NightFire on the GBA is unique. All the levels were reconstructed from scratch, and several game play elements were modified as well. Even if you played the Nintendo GameCube version, you will not be able to just run through this version because of the many differences in level design, enemy intelligence, and enemy placement.

GW: If you had a message you wanted to get across to action and FPS fans about why NightFire for GBA is worth playing, what would it be?

VV: Not only does NightFire have strong 3-D visals backed up by mood-setting audio; we feel that NightFire is an intense action game in which you find yourself hiding against a wall to take a quick breather and plan your next sequence of attacks before you reemerge.

GW: What would you predict for the future of gaming, particularly for handheld games?

VV: As next-gen systems continue to improve, gamers will expect much more from portable gaming. We believe it is inevitable that more portable games will include 3-D game elements like their next-gen cousins have.

NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
ALIAS
ALL-STAR BASEBALL 2004
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN RTS
ARMY MEN: SARGE'S WAR
ATV 2: QUAD POWER RACING
BACKYARD BASEBALL
BATMAN: DARK TOMORROW
BATTLEBOTS
BURNOUT 2: POINT OF IMPACT
BUST-A-MOVE 3000
CITY RACER
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEF JAM VENDETTA
DIGIMON
DINOTOPIA
DISNEY PARTY
DISNEY SPORTS MOTOCROSS
DISNEY SPORTS SNOWBOARDING
DROME RACERS
DUNGEONS & DRAGONS HEROES
ENCLAVE
ENTER THE MATRIX
EVOLUTION SNOWBOARDING
THE FAIRLY ODDPARENTS: BREAKIN' DA RULES
FINAL FANTASY: CRYSTAL CHRONICLES
FINDING NEMO
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
F-ZERO
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GLADIATOR
GLADIUS
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARVEST MOON: A WONDERFUL LIFE
HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
HITMAN 2: SILENT ASSASSIN
THE HOBBIT
THE HULK
IKARUGA
IMMORTAL WARRIOR
JACKED
JONNY MOSELEY MAD TRIX
KILLER 7
THE LEGEND OF ZELDA: THE WIND WAKER
LEGENDS OF WRESTLING II
LEGENDS OF WRESTLING 3
LOONEY TUNES: BACK IN ACTION
LOST KINGDOMS II
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO TENNIS
MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL
MEGA MAN BATTLE NETWORK TRANSMISSION
MICRO MACHINES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MTV'S CELEBRITY DEATHMATCH
NBA BALLERS
NBA JAM 2004
NBA STREET VOL. 2
ONE PIECE: TREASURE BATTLE
PILLAGE
PIRATES OF THE CARIBBEAN
PITFALL HARRY
THE POWERPUFF GIRLS
PROJECT BG&E
P.N. 03
RALLY CHAMPIONSHIP
RAYMAN 3: HOODLUM HAVOC
RED FACTION II
RESIDENT EVIL 4
RISK
ROCKET POWER: ZERO GRAVITY ZONE
ROLLING
RTX RED ROCK
SETTLERS
SHREK SUPER PARTY
THE SIMS
SNOOD
SOUL CALIBUR II
SPEED KINGS
SPONGEBOB SQUAREPANTS
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
SUPERMAN: SHADOW OF APOKOLIPS
SX SUPERSTAR
TAK AND THE POWER OF JUJU
TEENAGE MUTANT NINJA TURTLES
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S GHOST RECON
TOM CLANCY'S SPLINTER CELL
TRANSWORLD SURF
TUBE SLIDERS
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
UNITY
URBAN FREESTYLE SOCCER
VEXX
VIEWTIFUL JOE
WARIO WORLD
WORMS 3
WORMS BLAST
WWE CRUSH HOUR
XIII
X2: WOLVERINE'S REVENGE
XGRA

GAME BOY ADVANCE

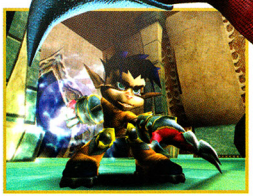
A SOUND OF THUNDER
ADVANCE WARS 2
AERIAL ACES
ALL-STAR BASEBALL 2004
ALTERED BEAST: GUARDIAN OF THE REALMS
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BLACKTHORNE
BRATZ
BRUCE LEE: RETURN OF THE LEGEND
BUBBLE BOBBLE—OLD AND NEW
BUFFY THE VAMPIRE SLAYER
CABELA'S BIG GAME HUNTER
CASTLEVANIA: ARIA OF SORROW
CRAZY CHASE
CRAZY TAXI
CREATURES
CUSTOM ROBO GX
DAREDEVIL
DEFENDER
DEMON DRIVER
DISNEY PRINCESSES
DISNEY SPORTS MOTOCROSS
DISNEY'S KIM POSSIBLE: REVENGE OF MONKEY FIST
DONKEY KONG COUNTRY
DR. MUTO
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS: BREAKIN' DA RULES
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
F1 2002
FINAL FANTASY TACTICS
FINDING NEMO
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GAUNTLET DARK LEGACY
GEM SMASHERS
GOLDEN SUN: THE LOST AGE
HAMTARO: HAM-HAM HEARTBREAK
HARDCORE PINBALL
HIGH HEAT MAJOR LEAGUE BASEBALL 2003
HOT WHEELS: BURNIN' RUBBER
ICE NINE
THE INCREDIBLE HULK
IRIDION II
JAMES BOND 007: NIGHTFIRE
KURURIN PARADISE
LADY SIA II
LEGENDS OF WRESTLING II
LITTLE LEAGUE BASEBALL 2003
LOONEY TUNES: BACK IN ACTION
THE LOST VIKINGS
LUFIA: THE RUINS OF LORE
MEGA MAN AND BASS
MEGA MAN BATTLE NETWORK 3
MLB SLUGGERS 20-03
MONSTER TRUCK MADNESS 2.0
MR. DRILLER ACE
THE MUMMY
THE MUPPETS: ON WITH THE SHOW
NEED FOR SPEED
NICKELODEON PARTY BLAST
NINJA FIVE-O
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE GRAND BATTLE
PAINTBALL
PHANTASY STAR ONLINE CARD BATTLE
PITFALL HARRY
POWER RANGERS: WILD FORCE
RAYMAN 2*
RAYMAN 3
RIVER KING
ROAD RASH
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO! THE MOVIE
SEGA ARCADE GALLERY
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SONIC PINBALL PARTY
SPACE CHANNEL 5
SPEED BALL 2: BRUTAL DELUXE
SPONGEBOB SQUAREPANTS
SPY KIDS 2: ISLAND OF LOST DREAMS
SUPER PUZZLE FIGHTER 2 TURBO
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SUPERMAN: COUNTDOWN TO APOKOLIPS
TAK AND THE POWER OF JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TOM CLANCY'S SPLINTER CELL
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
U.S. OPEN 2002
VIRTUA TENNIS
WAKEBOARDING UNLEASHED
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER: PROPHECY
WOODY WOODPECKER: CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
X2: WOLVERINE'S REVENGE
YOSHI'S STORY
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

*GAME BOY COLOR GAMES

NO COINS. NO RINGS.

PLAYTIME IS OVER!



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•Over 70 objectives across 9 extraordinary worlds. •Uncover deadly attack combos and special abilities.

•Enemies morph into more evil forms as the light of day wanes.

VEXXTHEGAME.COM

TEEN T CONTENT RATED BY ESRB — Violence

XBOX | NINTENDO GAMECUBE | PlayStation.2 | Acclaim

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SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.

Dirk the Daring never could put down a good book, even when he was in the middle of rescuing Princess Daphne.

YOUR SCREEN TEST CAPTIONS

Our line was "Look, up in the air! It's a bird! It's a plane! No, it's Super Metz!" Here are some of your best lines:

Look, mom. No feet! —*Dan Espina*

Superman soon found out that gravity can hurt just as much as kryptonite. —*Kevin No*

Oh man, this looks soooooooo much easier on T.V. —*Louis Willey*

I forgot to pay the gravity bill again, didn't I? —*Tony Dickinson*

Hey, Mario. Try doing this on Yoshi! —*Rachael Bock*

If this doesn't land me a picture in Nintendo Power, I don't know what will! —*JosT Carlos Bonilla*

Looking back, it probably wasn't such a good idea to replace the shocks with hydraulics. —*Andy Davis*

If I were really Superman, I wouldn't have to land this stupid trick. —*David Yewdentno*

Suddenly Bob realizes that he really should have gotten one of those padded seats. —*Adam H.*

I'm 10 feet in the air, going 42 mph, doing a Superman, AND I ONLY GET 960 POINTS?!!! —*Debbie Blankenship*

You know, Superman, speeding bullets travel a lot faster than 42 mph. —*Andrew Klein*

THE PROS' PICKS FOR 2002

With so many great games to choose from in the 2002 Nintendo Power Awards, you're probably still mulling over your picks. In case you are wondering how the NP Krew game reviewers would vote in some of the top award categories, we have a few of the answers for you this month. Of course, the pros' votes don't count in the NP Awards—but yours do, so don't forget to send them in.

BEST GCN GAME

POWER PICKS

METROID PRIME

It's the epitome of what a great gaming experience should be: creative, challenging and breath-takingly beautiful. There isn't a dull moment to be found.—ALAN

ALAN Metroid Prime	JESSICA Metroid Prime
ANDY Metroid Prime	SCOTT Animal Crossing
CHRIS Metroid Prime	STEVEN G. Animal Crossing
GEORGE Metroid Prime	STEVE T. Metroid Prime

BEST GBA GAME

POWER PICKS

METROID FUSION

It is the distilled essence of all that makes the Metroid series great.—SCOTT

ALAN Tactics Ogre: The Knight of Lodis	JESSICA Tactics Ogre: The Knight of Lodis
ANDY Metroid Fusion	SCOTT Metroid Fusion
CHRIS Metroid Fusion	STEVEN G. The Legend of Zelda: A Link to the Past/Four Swords
GEORGE The Legend of Zelda: A Link to the Past/Four Swords	STEVE T. Castlevania: Harmony of Dissonance

MOST OVERLOOKED & UNDERRATED GAME

POWER PICKS

SEGA SOCCER SLAM

Big, crazy characters, solid soccer action and lots of surprising effects make Sega Soccer Slam pure fun.—GEORGE

ALAN Broken Sword: The Shadow of the Templars	JESSICA Car Battler Joe
ANDY Mega Man Battle Network 2	SCOTT Broken Sword: The Shadow of the Templars
CHRIS Super Mario Sunshine	STEVEN G. Sega Soccer Slam
GEORGE Sega Soccer Slam	STEVE T. Sega Soccer Slam

MOST INNOVATIVE GAME

POWER PICKS

ANIMAL CROSSING

How many other real-time animal village simulators are there? —STEVE T.

ALAN Eternal Darkness: Sanity's Requiem	JESSICA Cubivore
ANDY Animal Crossing	SCOTT Animal Crossing
CHRIS Animal Crossing	STEVEN G. Eternal Darkness: Sanity's Requiem
GEORGE Animal Crossing	STEVE T. Animal Crossing

Party down with all your pals in

SHREK® SUPER PARTY

Win your ultimate wish! Play as one of six of your favorite Shrek® characters in 30 hilarious action packed events! It's Super Party fun for up to four players!

PlayStation 2 XBOX NINTENDO GAMECUBE DREAMWORKS mass.media

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

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TDK mediactive

The Big Evolution

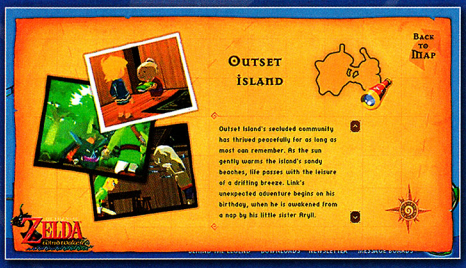
pokemon-games.com

The new story line in Pokémon Ruby Version and Sapphire Version will remain shrouded in mystery until the games launch on March 17. Until then, get your glimmers of insight from the teaser website at pokemon-games.com, where you can check out preview screen shots and sign up for the Official Pokémon Games Newsletter. On the day that the games come out, the website will drop its secrecy and divulge major details about the games, from looks at the many new Pokémon to information on lots of areas around the new land of Hoenn. In the months after the games' release, the website will frequently expand. The site will reveal more Pokémon in its interactive Pokédex and bring you new features such as a customizable Pokémon Web browser and a cool feature that will help you keep track of your favorite Pokémon!

Change Is in the Wind

zelda.com

In mid-March, zelda.com—long a repository for strategy and mythology from the entire Legend of Zelda series—will undergo a major update to prepare for The Wind Waker's release. The website will brim with the upcoming game's style and will contain all of the screen shots and videos you'll need to immerse yourself in the new world. In addition, the site will offer a host of excellent extras, such as a 360-degree panoramic view of Outset Island, an item-and-character gallery and a "Jingle from Tingle" feature that will send you cool text messages on your cell phone.



Mastering the Quests

zelda.com/ocarina

As if The Legend of Zelda: Ocarina of Time weren't hard enough, Ocarina of Time Master Quest ups the challenge considerably. Whichever quest you choose to play on the two-in-one Game Disc, you'll face some tough tasks. If you get stuck, consult the full walk-throughs for both games at the Zelda website—they're treasure troves of strategies!

Special Examination

gameboy.com

Want to take the GBA SP out for a test-drive before it's released on March 23? Check out the Game Boy Advance website in March and feast your eyes on a 3-D model that will let you get a handle on the cool, compact and front-lit Game Boy Advance SP.

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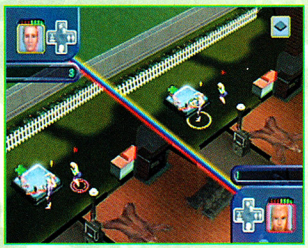
VIOLENCE

The Sims™

Welcome to the Neighborhood

The Sims are moving to Nintendo GameCube! For those of you who are unfamiliar with the smash hit from Electronic Arts, here's how the game works: You oversee a virtual neighborhood and direct every aspect of its inhabitants' lives—from finding employment and developing meaningful relationships to simply using the lavatory. If you do a good job, you'll soon have a thriving community full of happy Sims. If you do a lackluster job, your Sims will become depressed and unruly, and may even refuse to take direction.



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Game Modes

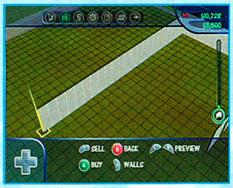
The Sims for GCN has two play modes. Get a Life mode is a new level-based version of the game, in which you must achieve goals to advance. Play The Sims mode is more open-ended like its PC counterpart. Only Get a Life is selectable at first—you'll unlock Play The Sims after completing the Dream House tutorial sequence.

Get a Life

In Get a Life mode, you'll lead your Sims through life's big moments to move into bigger and better homes. Each of the seven levels has a number of goals that you must complete to advance. The tasks range from getting a job promotion to throwing a successful party. (You can view the list of goals for the current level via the Start menu.) After you complete each goal, a new item will become available for purchase to upgrade your surroundings.

Play The Sims

In Play The Sims mode, you can create an entire neighborhood, build your own houses and meddle in the affairs of each Sim as much or as little as you see fit. There are no goals to achieve and no levels to pass—you play however you like for as long as you like. If you tire of a particular family, you can even evict them from their home and create a more suitable replacement.



Create a Sim

The first step in your virtual journey through life is to create an alter ego. Enter the Sim's first and last name, choose its sex, then customize its personality and appearance. Your Sim's appearance has no bearing on the game, but personality can play an important role. If your Sim is nice, for example, you'll get along well with others and quickly develop friendships. If your Sim is mean, on the other hand, it may take longer to bond.

What's your sign?

When customizing your Sim's personality, you can either choose an astrological sign for your character (which predetermines your Sim's traits) or modify each trait individually by distributing 25 trait points among the various attributes.

Design your body type and facial features

Your Sim's appearance is divided into two categories: Body and Head. Under the Body category, you can modify your Sim's skin tone, body type, upper-body attire, lower-body attire and shoe style. In the Head category, you can change the Sim's face, hair or hat, facial hair, eye color and accessories (glasses and earrings). You can also pick the colors for your Sim's hair and attire.

Get a Life Walk-through

Get a Life mode begins with a dream sequence that takes place in a lavish mansion. The little fantasy serves as a tutorial, teaching you the basics of how to direct your Sim and interact with household objects. Once you've got the hang of things, Mom will wake up your Sim and the real game will begin. Your first objective is to move out of Mom's house.

Level 1: Money from Mom

To complete the first level, your Sim must borrow 800 Simoleons (the Sims' currency) from Mom, get a job, make dinner without starting a fire and fix the TV. If your Sim stays in the house for three or more days, you'll also have to pay the bills. You can sell Mom's furniture, but if you don't replace it with objects of equal or greater value, Mom will deduct the difference when your Sim moves out.

Play as Mom when your Sim is asleep or otherwise occupied. Mom won't want to clean up, but she will do other tasks around the house, such as bringing in the newspaper, turning off the stereo and TV, checking the mail and answering the phone. She'll also cook dinner after your Sim successfully prepares the first meal.

The game begins with your Sim in a pretty good mood, so take the opportunity to study cooking and mechanical skills. Your Sim will need at least one skill point in each category to make dinner without starting a fire and to fix the TV. Since you're not pressed for time in Mom's house, you can also work on your Sim's other skills.

Level 2: Reality Bites

Depending on the sex of your Sim, you'll meet either Dudley or Mimi Landgrabb. The Landgrabb house is an absolute pit, and one of your goals is to clean up all the garbage, puddles and piles of ash. Once that's done, you can hire a maid to *keep* the house clean. Your other goals are to fix the broken appliances, get two promotions at work and upgrade the overall value of the house to 35,711 Simoleons.

To get promoted at work, your Sim has to be in a good mood. Maintain a consistent sleep schedule to keep your Energy meter high (and wake up early enough so you can at least go to the bathroom), and make sure there isn't any trash outside the house. If there is, your Room meter will take a dive before your Sim gets into the carpool.

The vanity mirror is fun to use for changing your Sim's appearance, but you can sell it for a lot of money to buy more useful items like a better bathtub, refrigerator or dining room chairs. The barbecue grill isn't worthwhile either unless your Sim has a lot of Cooking skill points. Sell it and buy a better stove.

Level 3: Party Animals

After fixing up their old house, you'll move into some new digs with Dudley or Mimi. Your goals for the level are to get two more job promotions, upgrade the value of the home to 54,680 Simoleons, throw a raging party then move out with one of the party guests. You must complete all of your other goals and become friends with a partygoer before he or she will let you move in.

Keep track of Dudley or Mimi and make sure he or she goes to work at least every other day. If your roommate loses his or her job, it's game over. Also try to keep Dudley or Mimi happy. Neither can learn any new skills, but if they go to work in a good mood, they can get a job promotion and start bringing home more cash.

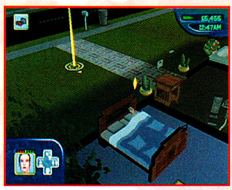
Throwing a successful party can be difficult. Make sure the house is clean and order pizza before you invite everyone over. Turn on the TV, stereo and bug zapper. After people finish eating, hop into the hot tub or start dancing in front of the stereo. The average mood has to be very high for the party to be considered raging.

Tracking Your Progress

You can check the four main aspects of your Sim's life—Motives, Career, Relationships and Personality—by using the Character Panel interface in the lower left-hand corner of the screen. Press a direction on the Control Pad to bring up the corresponding panel so you can see how your Sim is progressing in a particular area. Frequent use of the simple interface is crucial in keeping your Sim happy and successful.

Motives

The Motives panel shows you whether your Sim's needs are being met. It's divided into eight categories, which we'll explore in more depth starting on the next page. You'll look at the Motives panel far more often than at any of the others.



To keep your Sim motivated, you must continually fulfill his or her needs. Always keep an eye on the Motives panel, and try to engage in activities that fulfill two or more needs at once. For example, instead of eating alone, have your Sim invite someone over for dinner. If your Sim sits at the table, the Hunger, Comfort and Social motives will all improve simultaneously.

Career

The Career panel provides details on your Sim's current employment status, salary and basic skill levels in the following categories: Cooking, Mechanical, Creative, Body, Logic and Charisma. You can improve each skill in different ways.

Some job promotions require you to enhance one or more of your Sim's skills, as indicated by the yellow bars in the Career panel. Work on the necessary skills and make sure your Sim is in a good mood before going to the office. An unhappy Sim will never get promoted.

Relationships

The Relationships panel displays your Sim's acquaintances. The bar underneath each face indicates how pleased that person is with your Sim. A smiley face indicates a friend, and a heart indicates a person that's in love with your Sim.

Your Sim can develop relationships in a variety of ways, from talking on the phone to sitting down and sharing a meal with someone. Relationships develop faster if both Sims are in a good mood and have something in common. Eventually, they may become friends or even fall in love.

Personality

The Personality panel displays your Sim's name, astrological sign and personality traits. The quantity of shaded bars in each attribute indicates how neat, outgoing, active, playful or nice your Sim is.

Your Sim's personality can be a significant influence on which activities he or she enjoys most. For example, a Sim with a high Playful rating might have more fun playing a game on the computer, but a more serious Sim with a low Playful rating would probably prefer sitting down with a good book. Keep your Sim's personality in mind when deciding what to buy.

What's Your Motivation?

Meters in the Motivations panel represent each of your Sim's needs. The amount of meter filled with green indicates how well that particular need is being fulfilled. Keeping your Sim happy requires you to balance your time across all eight motivations. It doesn't do much good to spend all day having fun if your Sim ends up falling asleep on the floor.

Hunger

A Sim's gotta eat. Your dining options include grabbing a snack, preparing a meal at home and ordering a pizza. Food costs money, though, so don't overdo it. Sims rarely need to eat three meals a day. A quick bite before work and a full meal when your Sim gets home will usually do the trick.

Dinner time

Wolfing down a bag of chips may not take much time, but it doesn't do much to replenish your Hunger meter, either. Prepare a full meal at least once a day. If you can't afford to hire a maid, remember to clean up after yourself to avoid negatively affecting your Room meter.

Learn how to cook

Study cooking to cut down on the amount of time it takes your Sim to prepare a meal. A Sim with a high Cooking skill will also create more-filling entrees and is less likely to start a potentially costly kitchen fire.

Upgrade Your kitchen

To speed up the dining process, upgrade your kitchen with better appliances like a microwave, dishwasher, stove and refrigerator. And don't forget the table and chairs or your Sim will have to eat standing up.

Hygiene

A dirty Sim is a grumpy Sim. Practice good hygiene by taking a bath or shower, brushing your teeth and washing your hands. If that's too much work, just go soak in the hot tub.

Take a bath

The most effective way to maintain your Sim's Hygiene level is to bathe regularly (at least every other day). Lying in the bathtub will also replenish your Sim's Comfort meter. You Sim will frequently spill some water on the floor while drying off, so remember to clean up afterward.

Wash your hands and brush your teeth

If you don't have time for a full cleaning, you can wash your hands in a sink or brush your teeth in front of a medicine cabinet. Neither activity fills your Hygiene meter as much as taking a bath or shower, but they're certainly better than nothing in a pinch.

Bladder

Yes, your Sims will wet themselves if you don't instruct them to use the toilet. When we said you control every aspect of the Sims' lives, we meant it.

Use the toilet

To avoid embarrassment for your Sim, keep a close eye on the Bladder meter and head for the bathroom before it's too late. If your Sim is interrupted, he or she will jump up and yell at the intruder to leave. Instruct your Sim to resume when the coast is clear.

Remember to flush

When your Sim is finished going to the bathroom, remember to flush the toilet to keep it clean. You can eventually upgrade to a self-flushing toilet, but most houses have a regular one when you move in. Remember to wash your hands when you're finished.

Energy

As one might expect, Energy is the most time-consuming motivation to keep fulfilled. Your Sim typically needs about seven hours of sleep per day. There are other ways to boost your Energy (see right), but they offer only temporary relief.

Catch some Zs

If your Sim doesn't get a good night's sleep, he or she will eventually collapse from exhaustion in the middle of the floor (or in the backyard, bathtub, etc.). To reduce the amount of time it takes to recover your Sim's Energy level, purchase a better bed.

Drink espresso

Need a boost of energy but it's not quite time for bed yet? Fire up the espresso machine for a jolt of caffeine. Drinking espresso is also a good way to max out your Energy meter if your Sim has to wake up a little early. Just don't overuse the machine or it might break.

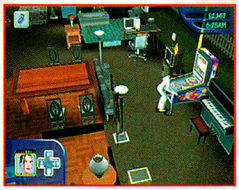
Take a nap

Your Sim can also recover some energy by taking a nap on the couch. It usually isn't the most efficient use of your time, but taking a nap on a high-quality couch will also refill a good chunk of your Sim's Comfort meter. Keep the dual benefit in mind when you purchase your couch.

Fun

Naturally, your Sim needs to have a little fun. There's a variety of spiffy household items you can buy to provide some entertainment. Refilling your Fun meter can take a while, though—aside from Energy, it's probably the most time-consuming motive.

Play around



Your Sim can do a number of different things for entertainment, including watching TV, dancing in front of the stereo, playing pinball and shooting some pool. Having fun can be time-consuming, but it's crucial to maintaining your Sim's happiness.

No fun, no studying

If your Sim's Fun meter is too low, he or she will become depressed and refuse to do anything that relates to improving a skill (e.g., work out or study cooking). From time to time, you may have to give your Sim a day off from work to have some fun. Remember, all work and no play . . .

Read a book

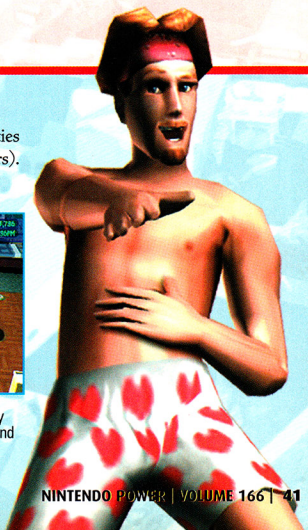
Which activities a Sim enjoys most largely depends on the Sim's personality traits. If your Sim doesn't seem to be getting much of a kick out of computer games, try reading a book instead.

Social

Your Sim can get pretty lonely, so interact with other Sims as often as possible. Many social activities fulfill other needs, as well (e.g., watching TV with a friend fills your Social, Fun and Comfort meters).

Call Mom, have some friends over for a BBQ, talk to your roommates

There are numerous ways to interact with your fellow Sims, from standing around and chatting to playing a friendly game of hoops in the backyard. Such activities fill your Social meter, and they also allow your Sim to make friends and perhaps even fall in love.



Room

When deciding whether he or she is happy with a room, your Sim takes a number of factors into account. Is the room clean? Is it well-decorated? Is the furniture nice? The Room meter fluctuates more than any other motive—it can change drastically as soon as you walk into a new room.

Keep a clean house

Nothing makes a Sim more unhappy than living in a messy house. Don't leave trash lying around, remember to clean the bathtub and toilet once in a while, and fix any broken appliances as quickly as possible. If you don't have time to fix an appliance, move it to a room you don't spend much time in.

Buy new furnishings

Sims like stuff. Purchase new furnishings and decorations for your home to keep your Room meter at a high level. The more high-quality (expensive) the stuff, the better.

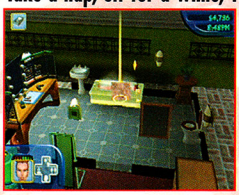
Hire help

Your Sim has more than enough to do in a day, so hire whatever services you can afford to help maintain the house. The maid will clean up and take out the trash, the gardener will work on the yard and water the plants, and the repairman will fix any broken appliances. Just make sure you have enough Simoleons to cover the bill or they'll take something from your house as payment.

Comfort

Perhaps the easiest motivation to maintain, your Sim's Comfort meter increases whenever you go to sleep, take a bath, sit down to eat or do any other activity that doesn't require standing.

Take a nap, sit for a while, take a bath



To maintain a high Comfort level, buy stuff that replenishes your Comfort meter while simultaneously fulfilling other needs—a bathtub, dining room chairs and a couch to sit on while watching TV will do the trick. The quality of the items affects how quickly the Comfort meter increases.

Buy and Sell Household Accessories

Buy mode (accessible from the Start menu) is where you'll purchase all of the items essential to your Sim's happiness. Your Sim will gain the most satisfaction from high-quality objects. A smaller television may be inexpensive, but your Sim will have a heck of a lot more fun with a big-screen TV. Continue to upgrade your furnishings as your budget allows. You can also sell items in Buy mode by grabbing them with the A Button then pressing the Y Button.

Get rid of old stuff for cash

If you need some extra cash, look around the house for stuff that your Sim may not use much or doesn't care for. Items depreciate over time, so you won't get full price for them. Nevertheless, you can use the money you earn to address more pressing needs or upgrade to more luxurious items (like that grand piano you've always wanted).

Read the fine print

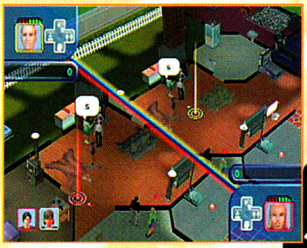
Each item has a short description that tells you what it is and how it affects your Sim's motives. Always take a moment to read the description to make sure an item will have the desired effect. You can also compare items that way and find the one that best satisfies your needs.

Placement

After you purchase an item, you have to decide where to put it. Avoid blocking high-traffic areas, and keep in mind where the item should go in relation to other items. For example, don't put your dishwasher too far away from the dinner table or your Sim will waste precious time walking back and forth.

Two-Player Sims

New to the console version of The Sims are a couple of two-player modes. In Get a Life mode, you can compete against a friend to see whose Sim can finish a specific challenge first. In Play The Sims mode, you and a friend can pair up and control Sims in the same household. Both games are an absolute blast and give even long-time players of the PC game a compelling reason to try the Nintendo GameCube version.



Get a Life challenges

You'll unlock a new two-player challenge whenever you complete a level in Get a Life mode. You can access unlocked challenges via the Bonus menu. The two-player Play The Sims mode is accessible as soon as you unlock Play The Sims.

Life Goes On

The Sims' move to Nintendo GameCube has been flawless, thanks to developer Edge of Reality. All of the little changes and additions make the game even more fun to play than its wildly successful PC counterpart. We've covered all the basics, so you're ready to help your Sim lead a happy and productive life. Will you pursue vast riches and a monkey butler to serve your every need? Or would you rather make a modest living and focus on friends and family? The choice is yours.

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THE HOTLY ANTICIPATED SEQUEL TO GOLDEN SUN IS ALMOST HERE, AND IT PROMISES TO BE ONE OF THE YEAR'S MOST ENGAGING RPGs.

Golden Sun™ The Lost Age

EPIC CENTER SPECIAL PREVIEW

The original Golden Sun won the 2001 NP Award for Best Game Boy Advance game. If our first look at the follow-up—Golden Sun: The Lost Age—is any indication, Nintendo and Camelot may have another winner on the horizon. A warning for those of you who haven't finished the first game yet: This article contains slight story spoilers.

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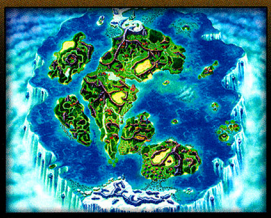
THE SAGA CONTINUES

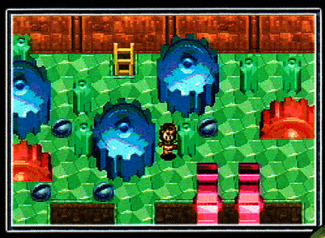
In the first Golden Sun game, Isaac and his companions battled Saturos and Menardi to try to stop them from activating the four elemental lighthouses. They feared that if all four lighthouses were activated, the ancient power of Alchemy would be released and would bring great evil to the world. In Golden Sun: The Lost Age, we see things from the perspective of Felix, one of Saturos's and Menardi's cohorts. Reminiscent of Camelot's multi-scenario Shining Force III on Saturn, we learn that things may not be so black and white, and that the previous game's "villains" might have had noble intentions. The Lost Age is shaping up to be an immensely satisfying RPG on its own, but fans of epic storytelling owe it to themselves to play through the original game first.

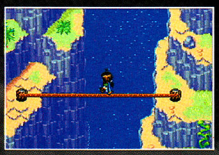


The majority of The Lost Age takes place on continents previously unexplored.

SOLID GOLD PRESENTATION

Golden Sun drew many players with its extraordinary visuals, and The Lost Age continues that tradition. The amount of detail on-screen is unparalleled on the GBA, and the exotic locales your party visits this time around lend the game greater graphic variety. Of course, the real fireworks appear during battle, where spectacular summon spells fill the screen with massive sprites and awe-inspiring special effects (more on that later). Equally impressive is a stirring sound track that intensifies the game's key moments and further immerses the player in the adventure. The game comes together with intelligent writing that is usually serious, but at times is genuinely funny. The overall presentation is top-notch and sets a new benchmark for GBA games.





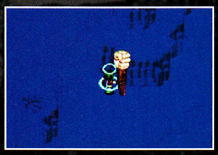
FELIX

The main protagonist in Golden Sun: The Lost Age, Felix is determined to activate the final two beacons.

NEW PSYNERGY

Felix and company must use Psynergy (psychic energy) to solve many of the game's puzzles and find hidden items. Psynergy allows its users to interact with their surroundings in ways that normal people can't. A host of new abilities joins old favorites like Mind Read and Reveal (see screen shots below for a few examples). In fact, new Psynergy outnumbers the old by almost two-to-one, so most dungeons offer entirely new game play experiences.

To get across certain wide gaps, use Lash to tie the rope to the stake on the other side.



With Pound, you can drive large objects into the ground to clear your path.

Tremor knocks over unstable objects to put certain items within reach.

Dig into the ground with Scoop to reveal hidden ladders, geysers, items and more.

VANQUISHING YOUR FOES

As in the first Golden Sun (and almost every previous Camelot RPG), players view battle from a dynamic, behind-the-back perspective. Your battle commands include attacking, using Psynergy, unleashing Djinn, and summoning spirits. All the while, the camera shifts and zooms to capture the best view of the action. New to The Lost Age are special items that allow characters to change their class, granting them different and sometimes unusual types of Psynergy. You can equip and unequip the items at any time, which adds another layer of strategic depth to the proceedings.

Certain weapons pack an extra wallop and occasionally unleash a unique special or elemental attack. Keep that in mind when choosing which arms to equip.

Some types of Psynergy affect multiple targets. The effect is usually greatest on the enemy or party member in the middle and weakens as it spreads outward.

Characters can unleash Djinn in battle to attack an enemy or use a special ability on a party member. Using Djinn switches them to standby, enabling you to...

... summon spirits. They are the coup de grâce of The Lost Age's battle system, and they hit every enemy on screen for massive elemental damage.

SHEBA

When she was a young girl, Sheba fell from the skies to the town of Lalivero. She is bound by a divine destiny.

DJINN

Djinn are spirits of earth, wind, water and fire—the four elements that make up all matter in Golden Sun. You'll encounter them during your travels (search carefully), but you'll have to defeat some of them in battle before they'll join you. Setting captured Djinn to a character can improve that character's attributes. You'll generally get the best results when you match a Djinni with the character that possesses Psynergy of the same element. For example, Felix gets the biggest boost from earth Djinni. As we mentioned in the previous section, you can also unleash Djinn in battle. Doing so places them on standby for use in summoning.

MERCURY DJINN

When unleashed in battle, Mercury Djinn—the spirits of water—typically serve a defensive purpose or have a negative effect on an enemy's status.

JUPITER DJINN

The spirits of wind, Jupiter Djinn are pretty well-rounded. For example, one restores your Psynergy points and another paralyzes a foe with lightning.

MARS DJINN

Mars Djinn are the spirits of fire, and as one might expect, they are the most offensive-minded of the Djinn in battle.

VENUS DJINN

Venus Djinn—the spirits of earth—are also very well-rounded. When joined with Felix, they make him the most versatile character in the game.

STONE TABLETS

Stone tablets hidden throughout Golden Sun: The Lost Age enable you to cast multielemental Summons. See the next page for a sampling of the impressive new spirits.

CONNECTING WITH HISTORY

One of the coolest features in Golden Sun: The Lost Age is the ability to transfer your clear data from the original game. You can do so via password or via the Game Boy Advance Game Link Cable. If you use a password, you'll have three options: Gold, Silver and Bronze. The password length and the amount of information the password contains differ for each option. Gold is the longest, but it transfers essentially all of your character data (as does the Link Cable method). What's the point of transferring your clear data if The Lost Age stars a new group of heroes? Let's just say you haven't seen the last of Isaac, Garet, Ivan and Mia.

MULTIELEMENTAL SUMMONS

Here are but a few of the powerful new multielemental spirits you can find in Golden Sun: The Lost Age. Aside from looking incredible, they deal multiple types of elemental damage.

ZAGAN

MEGAERA

FLORA

MOLOCH

JENNA

Jenna is Felix's younger sister and a childhood friend to both Isaac and Garet, the heroes from the original Golden Sun.

HERE COMES THE SUN

Golden Sun: The Lost Age could be a great way to break in the Game Boy Advance SP this spring. We've only scratched the game's surface, but check out next month's coverage on the masterpiece-in-the-making. We'll begin our in-depth strategy review, and we may even reveal the identity of the mysterious fourth playable character.

Def Jam VENDETTA™

BRING THE PAIN

METHOD, REDMAN, DMX AND A CREW OF HARD-CORE HITTERS GO UNDERGROUND FOR A HIP-HOP BEAT-DOWN IN EA SPORTS BIG'S DEF JAM VENDETTA FOR THE GCN. IT'S A NO-HOLDS-BARRED BATTLE FOR POWER, MONEY AND RESPECT.

FIGHT THE POWER

Beat boss D-Mob runs the New York City fight circuit with a band of artists who deliver big hits on the mat and on the microphone. As D-Mob says, they're too gangster for the Garden, so they've taken it underground. The outside-the-law combat concept recalls *Fight Club*, but while the first rule of Fight Club is, "You do not talk about Fight Club," everyone will be talking about Def Jam Vendetta. As one of four muscle-bound mashers (Tramp, Beat, Proof or Spider), you'll be on the outside looking in at D-Mob and his crew in a story that mixes pride and jealousy with big moves and monster beats. After the story twists and turns through more than 20 battles against D-Mob's sidekicks, you'll go up against the man himself in a fight for the Def Jam tourney trophy and battle to become the king of the underground.

THE Def Jam DOZEN

N.O.R.E.

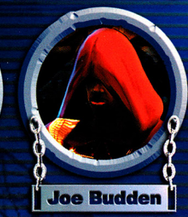
Capone

Funkmaster Flex

Ludacris

DMX

Ghostface Killah


Joe Budden

Redman

Scarface

Method Man

Keith Murray

WC

Of the more than 40 characters in the game, 12 are Def Jam hit-makers, including N.O.R.E., Ludacris, Scarface, WC and Keith Murray. Every star contributes his voice and likeness to the game through introductions, signature moves and victory celebrations. Most of the Def Jam artists serve as arena bosses. After you defeat a star, he and his arena become available for matches outside the story. The Def Jam Vendetta characters who are not Def Jam stars are fictional fighters with their own stories and styles. Some are pure wrestlers. Others focus on different fighting forms.

MAMA SAID KNOCK YOU OUT

Def Jam Vendetta's fighting style is based on wrestling, but street fighting, boxing and martial arts influence it, too. Developed by wrestling-game veteran AKI Corporation (WWF WrestleMania 2000, WWF No Mercy and more) and the EA team that created NBA Street, the game is an over-the-top fighter with big characters, fluid animation and lots of attitude. Like NBA Street, Def Jam Vendetta awards the battler who brings the biggest moves by filling up a momentum meter. The grappler with the momentum on his or her side earns a speed and strength advantage and moves toward Blazin' status for a chance to pull off a showstopping signature hit. Victories move you up in the fight tree, unlock wrestlers and arenas, and earn you a grade and cash. You'll use the cash to build your character's power, speed, grappling ability, defense, speed and charisma.

When fictional fighters Zaheer and Chukklez square off in the ring, the match is a grapple-heavy wrestling extravaganza.

Some participants fit into different fighting categories. Razor, for example, is more of a boxer than a wrestler.

After every victory in Story mode, you'll have a chance to make your fighter stronger and faster by buying stats.

COMIN' FOR YA

As you fight your way to glory, you'll travel to one underground arena after the next and take on a flurry of foes. Sometimes you can choose your next opponent. Other times your opponent chooses you. One side story follows your character's relationships with members of the opposite sex. Between-bout grudge matches feature two potential girlfriends duking it out for your character's affections. Another side story pairs your character with sidekick Manny in tag-team matches for cash. Other battles are surprises that deal with D-Mob's interest in keeping your character out of the tournament. In addition to story battles, you can take on all comers in Survival mode and participate in a wide variety of single-bout matchups.

One of the side stories involves a tag team tournament on Method Man and Redman's turf.

Several side battles involve an ongoing feud between your character's girlfriends.

Before the Def Jam tourney, D-Mob sends three of his thugs after your chacter.

You can set up a match between any unlocked characters, such as a gansta showdown between Scarface and Capone.

Four fighters enter the ring, but only one leaves under his own power in Free-for-All mode.

Fighting game vets Method Man and Ghostface go after WC in a two-on-one handicap match.

BEATING TO THE BEATS

Def Jam Vendetta is jam-packed with beats and lyrics. The game's stars contribute contemporary smashes such as WC's "The Streets," DMX's "Intro" and Method Man's "Bring the Pain." Other big names on the Def Jam label bring the hits, too—from new-school artists, such as Ja Rule, Christina Milian and Jay-Z, to old-school favorites, such as Public Enemy. The Def Jam tournament begins to the strains of P.E.'s anthem "Fight the Power." The sound track serves as a great sampler of the hip-hop classics that have brought Def Jam to prominence over the last decade.

BRING YOUR WHOLE CREW

Rap attitude blends with fighting prowess to make a potent mix of music and muscle in Def Jam Vendetta. You can participate in a long line of story-framed battles, collecting cash, titles and trophies as you go, or set up single matches for up to four players. Battles can be balanced or you can pit one wrestler against three. Hip hop stars collaborate and feud with each other in real life. Soon you can see them do so in the ring. The beatings begin this spring.

SLAP SOMEBODY

Strikes and grapple combinations branch out into more than 1,500 moves with names such as Twisted Neckbreaker, Thirsty Knuckles, Microphone Check, Smoked 4 Real and Thug Discord. You can toss your opponent out of the ring, throw him or her against the ropes and launch yourself from atop the ropes for thug-smashing results. If you're caught in a choke hold or a strong grapple, you can avoid a trip to the mat with a quick reversal. The momentum can shift in an instant and a losing effort can turn into a victory if your timing is right—all it takes is a few good blocks and rebuttals. Big moves merit multiangle views and taunts.

Joe Budden shows his soles to Ludacris by pulling off the high-kicking Ganked move.

If a wrestler gets up onto the turnbuckle while his opponent is still standing, he may find himself getting carried away.

Competitors roll with the punches. A reversal move can shift the match's momentum.

TAKE IT TO THE STREETS

Fights take place in 10 underground venues—from crowded clubs to an empty warehouse. Some venues fit the personalities of the arena bosses—DMX dishes out punishment in X's Junkyard, and Method Man and Redman host outdoor tag-team matches at Da Bridge. Lights flash at the clubs and crowds cheer for both sides. You'll begin at your home base, The Face, and return to the club for after-hours matches as the story takes a dark twist. Six of the arenas serve as backdrops for single-bout matches.

Def Jam is in the house—the warehouse, that is—one of 10 underground wrestling venues. It's just you and your opponent among the crates and oil drums.

The underground fights take place way above the ground when N.O.R.E. holds court in Grimeyville, his rooftop arena.

DMX is the leader of X's Junkyard, where wrecks take place every night.

Def Jam
VENDETTA
TM
NINTENDO POWER
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EA SPORTS BIG

THE LEGEND OF
ZELDA®
the Wind Waker™
The world's most beloved video game series returns with an enchanting new chapter–The Legend of Zelda: The Wind Waker for GCN!
THE LEGEND OF ZELDA
OCARINA OF TIME
MASTER QUEST
Turn to Page 58 for Master Quest Coverage

THE LEGEND OF ZELDA®

the Wind Waker™

Ages after the first legendary hero arose, an ancient evil has awakened. The wind calls out for a new hero. Link sets sail for new lands in our beginning strategy coverage of his GCN adventure.

EVERYONE E Violence

CONTENT RATED BY ESRB

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PEACEFUL OUTSET ISLAND

Outset Island's secluded community has thrived peacefully for as long as most can remember. As the sun gently warms the island's sandy beaches, life passes with the leisure of a drifting breeze. Today is a special day for Outset Island's people, though. One of the village boys is celebrating a special birthday—he's turning the same age as the legendary hero of time.

1 VISIT GRANDMA

For generations, Link's ancestors have passed down the legend of a young hero. The day a boy turns the same age as the hero of time, he dresses in the legendary hero's green garb. Before the celebration commences, visit Link's grandma for a special gift—the Hero's Clothes.

Little Sister Aryll

Aryll obviously adores her big brother and is the first to find him dozing under the warm sun atop the watchtower. It's Link's most important birthday, and Aryll is anxious to let Link know that their grandma is calling for him. Chat with Aryll, then climb down from the watchtower.

2 ARYLL'S LOOKOUT

After Link's grandma gives Link the Hero's Clothes, she'll ask him to fetch his sister, Aryll. Run back to the watchtower and talk to Aryll—she has a present for her big brother! Little Aryll will lend Link her most treasured possession, the telescope, for his special birthday.

USING THE TELESCOPE

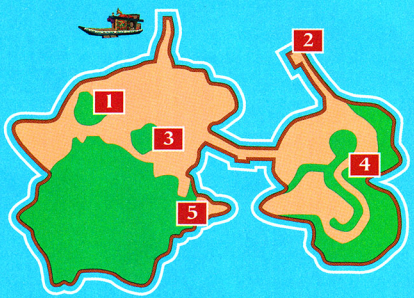
Assign Aryll's telescope to X, Y or Z from the inventory screen. Press the button you assigned the telescope to, then use the Control Sick to look around and the C Stick to zoom in and out. Use the telescope to survey the land and sky for clues and treasure.

A DAMSEL IN DISTRESS

Aryll urges Link to try out the telescope by looking at the red mailbox near his grandma's house. Use the telescope to zoom in on the mailbox and see Quill the postman acting strangely and looking skyward. Look up through the telescope to see a monstrous bird flying with an unconscious girl in its talons. She needs help, but you need a sword first!

OUTSET ISLAND

The Outset Island map is labeled with places Link will need to visit. The labeled numbers correspond to important points in the story line.



Take Time to Explore

WILD PIG ROUNDUP

Abe wants to catch some wild pigs for his wife (Rose) and his two sons to keep as pets. Sneak up to the wild pigs by holding L, and grab them by pressing A. Place the pigs into the pen where Rose stands for a Rupee reward.

BEEDLE'S SHOP SHIP

Beedle sails the Great Sea, selling his humble wares, Bait Bags, All-Purpose Bait and Hyoi Pears, wherever the currents take him. He gives customers a Member's Card and points toward something special for each sale.

3 SAVANT STURGEON

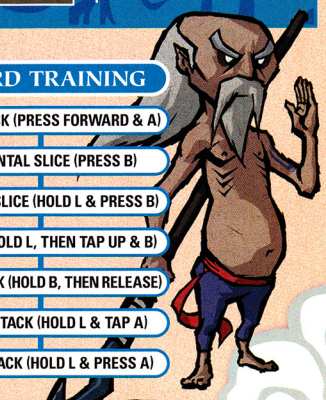
Climb the two-story house's ladder and talk to Sturgeon. The complete opposite of his brother, Orca, Sturgeon loves to study and learn. Read the various papers Sturgeon has pinned on his walls to gain some valuable wisdom.

SWORDMASTER ORCA

Despite his age, Orca is incredibly fit and full of spirit. Take swordplay lessons from Orca to learn important sword moves and earn the Hero's Sword. The chart on the right shows the attacks you'll need to master in the order you'll practice them.

SWORD TRAINING

1. ROLL ATTACK (PRESS FORWARD & A)
2. HORIZONTAL SLICE (PRESS B)
3. VERTICAL SLICE (HOLD L & PRESS B)
4. THRUST (HOLD L, THEN TAP UP & B)
5. SPIN ATTACK (HOLD B, THEN RELEASE)
6. PARRY ATTACK (HOLD L & TAP A)
7. JUMP ATTACK (HOLD L & PRESS A)



Trouble in the Forest

A pirate ship appears over the horizon, shooting stones at the giant bird. Stunned by a catapulted stone, the bird drops the pirate girl into the Forest of Fairies. With his new Hero's Sword at hand, Link braves the Forest of Fairies to save the fallen girl.

4 ENTER THE FOREST OF FAIRIES

Link was hoping for a relaxing birthday, but fate chose otherwise. Climb the path to the Forest of Fairies and cross the suspension bridge. Use the Hero's Sword to cut down the thin trees blocking the path. Survey the area around Outset Island with the telescope.

5 BATTLE THE BOKOBLINS

Use your newly acquired sword skills to dispatch the Bokoblin in the first forest area. Climb over the logs to the second area and vanquish two more Bokoblins. Link's most useful attacks are the spin attack and parry attack since they can strike multiple foes at once.

Aryll Abducted

Link saves Tetra the pirate girl, but the fearsome bird snatches up Aryll instead. Frantic to save his little sister, Link turns to the pirates for aid.

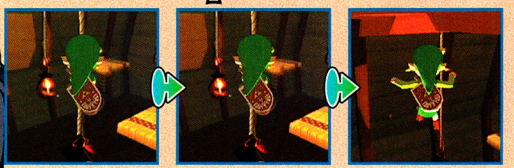
THE ANCIENT HERO'S SHIELD

Tetra won't allow Link to board her ship unless he has a shield to defend himself. Remembering the family shield displayed in his grandma's house, Link hurries there to borrow it. When Link climbs the ladder to his grandma's loft, he is alarmed to see the shield missing from its place on the wall. Link jumps down from the loft to find his grandma holding the Hero's Shield. Take the shield and return to Tetra's pirate ship.

Vagabond Pirates

Tetra and her pirate crew are an odd bunch, to say the least. They agree to take Link to the Forsaken Fortress where Aryll is being held prisoner, but in the meantime Link will need to pull his weight on the pirate ship.

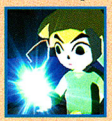
Pirate Rope Test



Link must prove himself worthy of being aboard the pirate ship by completing the pirate rope test. Jump to each swinging rope, then hold R to stop the rope from swinging. While holding R, press right and left on the Control Stick to adjust your direction on the rope. Push forward and backward to make the rope swing again, then jump. Niko will give you the Spoils Bag as your reward.

THE FORSAKEN FORTRESS

The pirate ship finally reaches the Forsaken Fortress, which is under heavy guard. The only way to get Link in is to catapult him. Link loses his sword, so he must rely on stealth to proceed into the fortress. Tetra slips the Pirate's Charm into Link's pocket before he sets out—she'll send Link hints through it during his journey.



6 USE BARRELS TO SNEAK BY THE SEARCHLIGHTS

Link is in a hostile place and must be careful not to get caught and be thrown in jail. Grab a barrel and waddle along under it to sneak past danger. Avoid the searchlights by skirting the cliff, or by standing perfectly still with a barrel over you when one passes.

7 SNEAK PAST THE MINIBLINS & CLIMB TO 2F

Enter the Forsaken Fortress interior, then take a right, go straight and sneak past the Miniblins. Climb the ladder to 2F. Use the rope to swing to the other platform and get the compass. Exit the door nearest the compass treasure chest and take the right path up to the farthest searchlight.

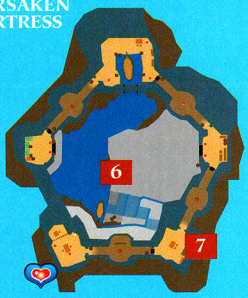
Escape from Jail

If the guards or searchlights spot Link while he's sneaking around, Link will be thrown in jail. To escape, jump on the table then leap onto the bookcase. Smash the vase and crawl through the tunnel to freedom. Outside the lowest cell lies a switch to open the cell door. Inside is a piece of heart! Getting thrown in jail is also a quick way to reach the second floor (2F).

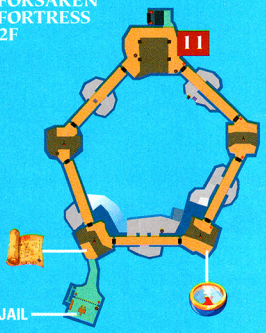
FORSAKEN FORTRESS

The Forsaken Fortress was once a pirate hideout, but no one knows for sure what inhabits its shadowy halls now. Searchlights and guards patrol every corner.

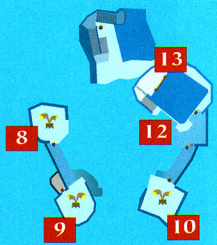
FORSAKEN FORTRESS 1F



FORSAKEN FORTRESS 2F



FORSAKEN FORTRESS EXTERIOR



MAP KEY

MAP

PIECE OF HEART

COMPASS

The Searchlights

Still without a sword to defend himself, Link sneaks upward. To reach the top of the tower you'll need to disable the three searchlights that sweep the outside area. Head up to the first searchlight (on the Forsaken Fortress map) to begin.

8 SEARCHLIGHT #1

Take out the farthest searchlight first to save some time—you'll need to get back to the tower's other side to ascend it. Smash the vase to get a stick and smack the Bokoblin to disable it. Watch your step—it's a long ways down if you fall.

9 SEARCHLIGHT #2

Go back down the stone path leading to searchlight #1. Hang a right and walk through the door. Use the rope to reach the map. Swing back and take the first left, then climb the ladder to searchlight #2. Dispatch the guard and climb down.

10 SEARCHLIGHT #3

Double-back to the room where you got the compass and walk through the door on the opposite side. Searchlight #3 is up the stone path. Dispose of the guard, then head down toward the tower. There's a crate to the tower entrance's left. Push it off the ledge to aid you if you fall.

Rupee-Thieving Rats

Watch out for greedy rats that will bump into you and steal your Rupees. They'll also ram your barrel to get at you if you're hiding, which can cause you to get caught. If you have All-Purpose Bait, place some near the rat holes.

11 USE A BARREL TO SNEAK PAST GUARDS

Link must reach the door leading to the tower's upper area to free Aryll. Two Molblins guard the path, and it's swarming with rats. Follow the path on the right; you'll have to sneak past only one guard to reach the door. Sneak up to the door, pausing when guards come near.

Climb the Fortress Tower

Link has almost reached the tower's highest point. The seagulls flock near where Aryll is being held. Link has only one more guard to sneak past. Wait for the Molblin guard to pass, then remove your barrel and make a dash for it.

12 LEDGE SHIMMY

Face the wall and press A to make Link sidle along the narrow ledge. Don't let go of A until he's safely on the other side.

13 DOOR GUARD NP

When Link finally finds his Hero's Sword, he'll have to grab it quickly. He'll accidentally trigger a trap and have to fend off a Shield Bokoblin guard. Lunge over to your sword and defeat the Shield Bokoblin to open the final door.

WINDFALL ISLAND

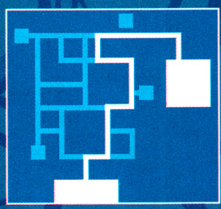
Aryll's cries for help echo through Link's ears as the giant bird casts him into the Great Sea. The *King of Red Lion* a wise, talking boat, saves Link and takes him to Windfall Island. Link must find a sail merchant on Windfall Island and stock up on goods for the journey.

Purchase the Sail

Zunari is trying to get his business started and is selling an item called "that" for 80 Rupees. Buy "that" from Zunari to discover that it's actually the sail! Dragon Roost Island will be your first destination, but pick up some items first.

Tingle's Three Treasures

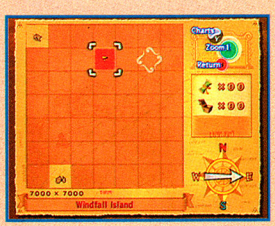
Visit Tingle at the Windfall Island Jail. If you release Tingle, he'll give Link the Tingle's Chart and the Tingle Tuner. You can use the Tingle Tuner with a GBA and a Link Cable to get hints from Tingle. Push the box in Tingle's cell to reveal a hidden maze of narrow passages.



Tingle stole the Picto Box from the pictograph shop owner, Lenzo, and was thrown in jail. Link can get the Picto Box by following the white path on the map to the left. If you take a wrong turn, the meddling rats will drop you from a trapdoor that leads near where the *King of Red Lion* is waiting for you. You can try again if necessary.

Heart Hide-and-Seek

Enter Mrs. Marie's School of Joy after you've gotten the Picto Box. Talk to Mrs. Marie about the four truant boys (the Killer Bees). Ivan will challenge Link to a game of hide-and-seek. Roll into the tree near the old man to shake one kid loose. One is behind the bomb shop, one is behind the stone altar on the cliff, and another is behind the bush above the stone archway near the town gate. Catch each of the four boys to win the game and get a Piece of Heart from them.



SET SAIL FOR ADVENTURE

Link's journey to save Aryll has barely begun. His head fills with thoughts of the friends he'll met and the wondrous places he'll see. But the winds whisper of a growing evil in the land. Will Link find Aryll in time? With the *King of Red Lion* as his guide, Link sets out for his biggest adventure yet. Stay tuned for future coverage of The Wind Waker!

THE LEGEND OF ZELDA® OCARINA OF TIME® MASTER QUEST

A Legend Reborn

The GCN disc that you'll receive at participating retailers when you preorder The Legend of Zelda: The Wind Waker includes two versions of The Legend of Zelda: Ocarina of Time. Our coverage concentrates on the Master Quest's dungeons. For more strategy, visit the official site: www.zelda.com/ocarina.

Deku Tree

Fairy Slingshot

After you find the Kokiri Sword in the southwest section of Kokiri Forest and purchase a Deku Shield from the shop, equip your new items and head for the Deku Tree. The first set of challenges awaits you inside.

1 Climb the ladder to the second level of the tree's central chamber, jump across ledges to a large treasure chest and use jump attacks or Deku Nuts to fight the creatures that protect the chest. Break the egg before it hatches and watch out for more falling eggs. When the area is clear, open the chest and collect the map.

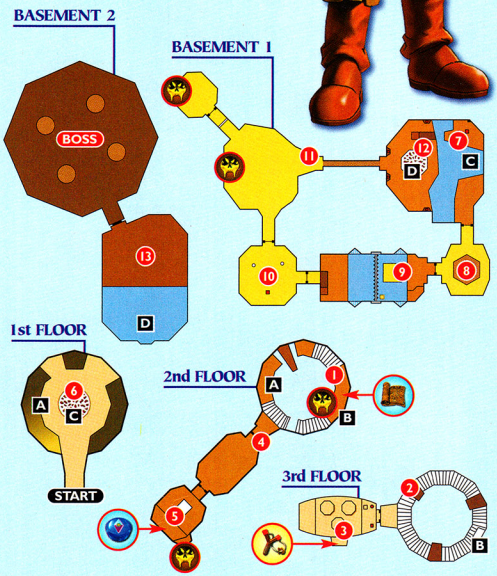
2 Climb the wall near the treasure chest to reach the Deku Tree's highest level and step onto a wall switch. A brazier will ignite and burn away the cobwebs that block a door.

3 Enemies and eggs pack the long room that branches off the main chamber. By stepping onto a switch near the entrance, you'll make platforms rise from the floor, giving you temporary access to all of the ledges. Defeat every creature in the room (including the dangling eggs) to make one chest appear (the Fairy Slingshot), and light the torch in the middle of the room to trigger the appearance of another chest (five Rupees).

4 Climb down to the second level and use a lit Deku Stick to burn a cobweb barrier. Then enter the next room and defeat a large Deku Baba by slinging Deku Seeds. Clear away the rest of the room's enemies, then aim your slingshot at the eye emblem over the barred door to gain access to the room that holds the compass.

5 Pick off the Skulltulas from the wall vines with your slingshot, then climb the vines to collect the compass. Turn around and aim your slingshot at a ladder that hangs high on the wall. A single shot will make the ladder drop, giving you access to the room's exit.

6 A cobweb covers a hole at the ground level of the main chamber. You can burn through the barrier with a lit stick or break through it by leaping off the highest level. Drop into the hole and continue your quest.



7 Step onto a switch to light a brazier in the tree's lower chamber. Light a Deku Stick with the brazier's flame, burn a cobweb and step onto another switch to make a treasure chest appear. Collect five Rupees from the chest, then aim your slingshot at the eye emblem above the barred door and let a Deku Seed fly. The shot will unlock the door.

8 Use your shield to deflect the Deku Scrub's shots, and defeat the creatures in the small connecting chamber with your sword. Leave the room, return with a lit Deku Stick and ignite the torches to unlock the barred door.

MASTER QUEST MAP KEY:

- **4** Strategy Callout
- **A** Map Connection Point
- Dungeon Map
- Compass
- Boss Key
- Every dungeon holds a special tool. An icon points to the tool's location.
- The maps show the location of every key. We discuss only the necessary keys in detail.
- Icons point out the location of each Gold Skulltula. You must leave then return to the dungeons after you have found the right tools to collect some of them.

EVERYONE E CONTENT RATED BY ESRB
Violence

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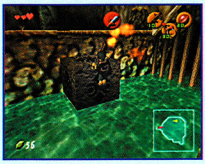
9 A platform floats on the water's surface, moving back and forth under a rotating spiked log. Step onto a switch to ignite a brazier, then light a stick as the platform approaches. Hop onto the platform, duck under the spikes and light torches on the other side of the water to unlock the door.



12 Defeat the large Deku Baba on the ledge and neutralize the Deku Scrub. Push the block into the water for easy travel between the water and the ledge. Light a stick with the flame from the brazier on the lower floor, run through shallow water to the block, climb up to the ledge and swing the lit stick at the cobweb on the floor to open the hole.

10 A Deku Scrub leads a group of hatching Gohma spawn. Target the eggs before they hatch, press R to protect yourself with your shield and let the scrub's seeds bounce off the shield and into the eggs. Once you have cleared away the enemies on the ground and the Keese that flies near the ceiling, the door will unlock.

13 Three scrubs guard Gohma's chamber. Press the L Button to target each scrub, and bounce back their shots with the shield to stun them in the following order: right, left, then center. After you've hit the last scrub, the bars that block the door will retract.

11 As soon as you enter the room in the northwest section of the first basement, fire Deku Seeds to pick off the Keese that rest on the room's four braziers. Ready a Deku Stick, step onto the switch to light the braziers and transfer the flame to the stick. Burn the cobweb that blocks the alcove on the east wall, then crawl through the tight tunnel to the basement's first chamber.

GOHMA

After you look toward the ceiling and focus on Gohma's eye, the giant arachnid will drop to the floor. Stun Gohma by hitting it with Deku Nuts or by firing seeds at its eye (when the eye is red). Attack the stunned creature's eye with your sword. After the beast retreats, defeat its spawn then prepare for another attack.

Dodongo's Cavern

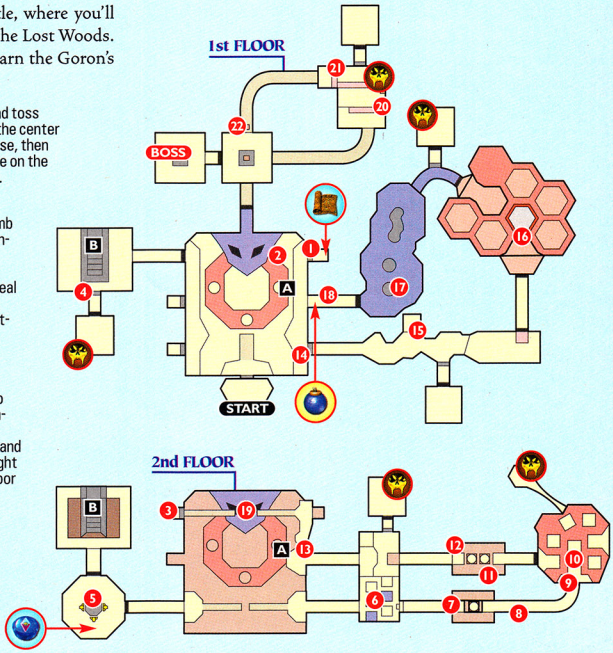
Bomb Bag

Following your visit with Zelda in Hyrule Castle, where you'll learn Zelda's Lullaby, you'll hear Saria's Song in the Lost Woods. Show off your musical talent in Goron City to earn the Goron's Bracelet, then enter the cavern.

1 The Goron's Bracelet gives you the power to pick up and toss Bomb Flowers. Venture to the rooted Bomb Flower in the center of the main chamber, wait for the platforms in the lava to rise, then pick up the Bomb Flower, hop over to the northern barricade on the east ledge and blast your way through to the dungeon map.

2 Pick up another Bomb Flower from the center of the chamber and destroy a boulder in the northeast corner to reveal a switch. Step onto the switch to make the eastern platform rise to the chamber's upper level.

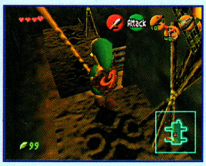
3 Ride the platform to the top of the chamber, cross the narrow bridge to the west side and step onto a switch to light a brazier and unlock a door on the chamber's west ledge. Drop to the ledge and enter the door.



4 Use a Bomb Flower to blast through the western room's barricade. Light a stick with the torch's flame and burn the Bomb Flower that grows from the wall to make it drop its bomb. Place the bomb between the two long lines of Bomb Flowers to set off chain reactions. The massive blast will turn the center wall into stairs.

There are five silver Rupees in the chamber. You'll find three of them by crashing into crates and another one by destroying the western Beamos Statue with a targeted Bomb Flower blast. Another Rupee floats above the wooden walkway. Climb up to collect it. Once you have all of the Rupees, the door to the next chamber will unlock.

5 Three Dodongos populate a small chamber. Climb a ladder to the top of the pedestal in the center of the chamber, pick up the Bomb Flower and drop it off the edge of the pedestal, in front of a Dodongo. If the lizard consumes the explosive, you'll have one less Dodongo to deal with. After you do away with all of the creatures, a chest that contains the compass will appear and the barred door will open.



6 When you reach the edge of the room that has tall walls and big blocks, you'll see three torches on the wall. Arrange three blocks so they are under the torches, then climb up to the brazier at the room's entrance, light a Deku Stick and hop onto the blocks, quickly spreading the flame to all of the torches. The torches will light a brazier and unlock a door.

7 Pull a block out of the wall, climb onto it, then climb the ladder. From the top of the ledge, hop to the lit brazier that sits on a pedestal, light a stick, then hop back over to the ledge. Run with the lit stick through the passage to the east and burn away a cobweb blockade.

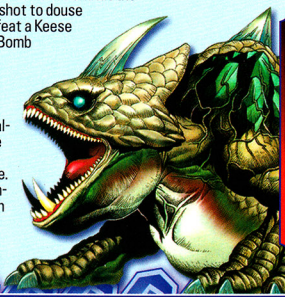
8 There is a torch on each side of the place where the cobweb used to be. Go back to the brazier on the pedestal, light a stick and transfer the flame to the first torch. Then quickly dispatch the large hanging Skulltula, relight your stick with the flame from the first torch and light the second torch. After both torches are lit, a brazier in the next area will catch fire. Advance to the east, move a block and climb up to the brazier's level.

9 Defeat the enemies that block the curved passage, then light a stick at the brazier and set fire to a Bomb Flower that grows from the wall. After the flower drops its bomb, pick up the explosive and use it to destroy a large blockade.

10 You'll duel a pair of sword-wielding Lizalfos in a chamber where lava flows around square platforms. Wait near the chamber's entrance for the creatures to come to you. Hit the beasts with your sword and block their attacks with your shield. A door will unlock at the battle's end.

11 Great flames originate from two pedestals. Drop to the floor and break a crate in the southwest corner that blocks access to a crystal switch. Return to the ledge at the chamber's entrance and hit the switch with a seed from your slingshot to douse the first flame. Turn to the left, defeat a Keese and hop over to an alcove to find a Bomb Flower.

12 Use the Bomb Flower to destroy a boulder near the chamber's northwest corner, revealing a floor switch that controls the second flame. Hit the crystal switch to extinguish the first flame. Step onto the floor switch to extinguish the second flame, then return to the ledge and hop across the pedestals to the next area.



13 Follow the path west, destroy boulders with Bomb Flowers and return to the ledge that overlooks the main chamber.

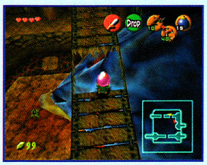
14 The passage that branches from the southeast corner of the main chamber is blocked. Grab a Bomb Flower from the high ledge and drop to the vicinity of the blocked passage. As soon as you recover from the fall, run to the blockade and toss the bomb.

15 As you run through the long passage, you'll approach two gray blocks. When you climb onto the left block, it will rise, giving you access to a Bomb Flower. Pick it up, drop to the ground and blast a boulder. You'll reveal another Bomb Flower. Take it to the short ledge and toss it in the direction of a Bomb Flower on a wall. A chain reaction will reveal an eye emblem on the wall that acts as a trigger for the next door.

16 You'll encounter two Lizalfos in a large room. Wait for them to come to you then fight them with your sword and shield.

17 Run the length of the cavernous chamber, avoiding contact with the flying creatures as you go, and pull up a Bomb Flower near a pair of crates. Turn around and place the explosive near a Bomb Flower that grows from a pillar (point 17 on the map). A chain reaction will unlock the door.

18 The prize for all of your hard work is a bomb bag that holds 20 bombs. You won't have to search for Bomb Flowers any longer.



19 Climb onto the bridge over the large Dodongo face in the main chamber and drop a bomb into each of the statue's eyes to make the mouth open wide. Enter the mouth and turn right at the intersection.

20 Fight a lizardlike warrior, then pull a gravestone close to the flame. Use it as a ramp to toss a bomb over the fire. The resulting blast will hit a switch and douse the blaze. After you enter the room to the north, the door will lock behind you. Defeat a Poe to unlock the door and expose a treasure.

21 Toss a bomb over a group of Armos Statues, targeting a Bomb Flower on the wall. A chain reaction will carve stairs into a large clear block. Toss another bomb into the crowd to make the statues scatter, then climb up the stairs to a long passage.

22 Pull a gravestone at the end of the passage to reveal a floor switch. Stand on the switch to unlock a door. Enter the next chamber, collect bombs and place one of the explosives in the center of the room to open access to the boss arena.

KING DODONGO

The only weakness of mighty dinosaur King Dodongo is his stomach. When the monster opens his mouth to breathe fire, toss a bomb into it. The boss will flash red. Hit him with your sword, then stand near the edge of the lava lake as he rolls by. Repeat the attack using bombs from your bag or from the arena's corners.

Jabu-Jabu's Belly

Boomerang

In Lake Hylia, you'll find a bottle with a letter inside. Show the letter to King Zora, then wade into a pond and catch a fish in the bottle. When you reach Jabu-Jabu, show him the fish. He'll swallow you and the fish.

1 Hit the Shaboms with Deku Nuts, then blast the boulder with a bomb. You'll reveal a switch on the ground. Step onto the switch to make a treasure chest containing the map appear. After you collect the map, hit the two cows on the walls with Deku Seeds. One will produce treasure. The other one will unlock the opening to the next area.

2 If Bari get in your way, stun them with Deku Nuts before they touch you. When you reach the major intersection, hop onto the floating platform and sink to the lower section of the belly (point 2). Open a chest to collect treasure, then aim your slingshot at a cow in the water. A direct hit will cause a treasure chest to appear in an alcove (point 3).

3 Dive underwater, swim into the alcove and resurface next to the treasure chest. Collect the compass from the chest, then stand on a switch to unlock a door on the main level. Return to the floating platform and rise with it.

4 You'll discover Princess Ruto in the middle of the belly. After a brief conversation concerning her father, she'll disappear into a hole. Follow her to the belly's lower area.

5 After you talk to Princess Ruto a couple of times, she'll let you carry her. Pick her up, drop to a switch in the center of the room and let a fountain lift you up. Drop to the ledge that has a blue switch. Step onto the switch to unlock the door, then set the princess down to keep the door unlocked. Before you leave, hit the cows in the area with slingshot projectiles to make treasure appear.

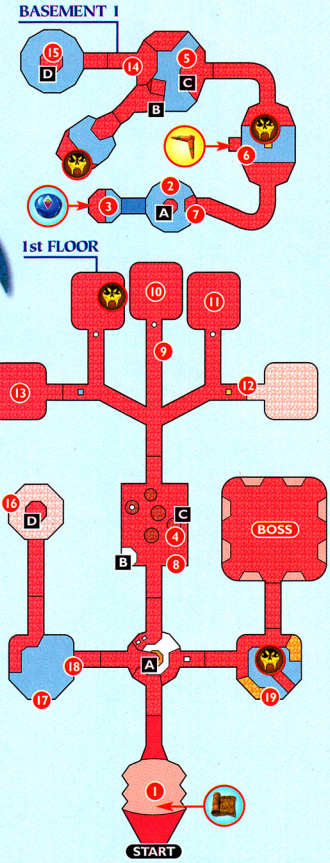
6 You'll find a variety of enemies in a water-filled chamber. If the Like Like steals your shield, you'll be able get it back after you defeat the beast. Hit the submerged Stingers with Deku Nuts to make them pop out of the water, then blast them with slingshot seeds. After you've defeated all of the creatures, a treasure chest will appear on a high ledge. Stand on the switch to make the water level rise, then grab onto the wall and climb up to the chest. You'll find the boomerang inside.

7 With the boomerang in hand, you'll have access to the southern passage. Return to the area that has the floating platform (point 2) and rise to the belly's main level.

8 As soon as you enter the room in the middle of the belly, turn around and look up to find a rock on the wall at point 8. Use a Bombchu or a bomb to blast the rock and reveal a cow. Hit the cow with a slingshot projectile to unlock the door to the north. A giant tentacle blocks the door. Hit the tentacle with your boomerang to stun it, then climb over it to the next room.

9 Blast the boulders in the middle hallway to reveal a blue switch on the ground. Search the halls to find a box, then pick it up and carry it to the switch. Step onto the switch to unlock the door and set the box down to keep the door open.

10 A long, thin tentacle dangles from the ceiling. Press and hold L to lock on to the thin part of the tentacle, then hit it with your boomerang. When the tentacle retracts into the ceiling, continue to lock on to it and move closer to draw it out. Then hit it quickly before it lashes out at you. Your victory will unlock the door to the boss arena.



11 When you enter the northeast chamber, the door will lock behind you. Target the cows on the walls with slingshot seeds to make a pair of Like Likes appear. By defeating the creatures, you'll make the door unlock, a chest appear and a brazier ignite. Light a Deku Stick before you leave the room.

12 Use your lit Deku Stick to burn a blocking cobweb. Enter the next room and destroy a dangling tentacle to clear the way to a chamber on the west side (point 13).

13 You'll discover another dangling tentacle in the western room. Stay locked on to the target and hit it with your boomerang when it exposes its weak point. Victory will clear access to a room in the lower belly.

14 Drop to point 2 on the map, travel to point 5 and talk to Princess Ruto. After she sits down, pick her up, step on the switch in the center of the room and let a fountain lift you to the highest ledge. Travel west to point 14 and toss the princess onto a platform.

15 The princess's platform will rise, sprout spikes, then lower again, carrying a Bigocto. Chase the beast around the platform, staying close to the spikes and rolling to gain speed. Target the beast from behind with your boomerang, then close in on it when it is stunned and attack it with your sword.

18 The western room has two lively, wobbling platforms. Stun the closer one with your boomerang, then pick up a crate and hop onto the platform. Set the crate down, stun the next platform, pick up the crate again and hop across the platform to a switch. Step onto the switch to unlock the exit. Set the crate on the switch to keep the exit unlocked.

16 After you defeat the creature around the spiked platform, the platform will lose its spikes. Climb onto it and ride to room 16. Once there, fire Deku Seeds at a cow on the wall to unlock the door.

19 Hop across ledges to the room east of the main intersection. You'll find two cows in the walls. Reveal a treasure by hitting one of the cows with a slingshot seed. Hit the other cow twice to make the bovine rise. Hit it a third time to unlock the entrance to the boss room.

17 You'll see a cow on the far wall in the room west of the main intersection. Hit it with a boomerang projectile to make two crates appear near the room's entrance.

BARINADE

The electrified enemy at the heart of Jabu-Jabu's Belly surrounds itself with spinning Bari. Stun the central body with a boomerang toss, then target the Bari. After all of the Bari are gone, stun the body then attack it with your sword. Following your victory, the princess will give you the Zora Sapphire.

Forest Temple

Fairy Bow

Your visit to the Temple of Time advances the story seven years. After you collect the Hookshot in the Graveyard and journey through the Sacred Forest Meadow, you'll be ready to take on the Forest Temple.

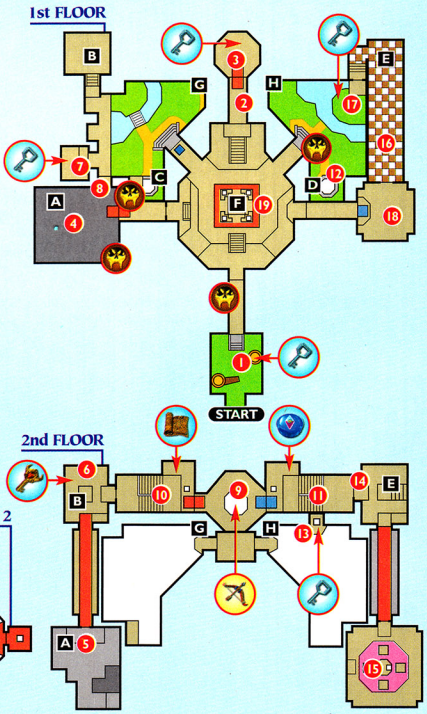
1 Climb the vine-covered wall section between the building's main entrance and the tree, and hop across branches to a switch. By stepping onto the switch, you'll trigger the appearance of a key-bearing treasure chest.

2 Use the Hookshot to defeat enemies in the first hall, then run through the central chamber and climb the stairs to a large black block. Switch to your ocarina and play the Song of Time to make the block disappear.

3 Stun the Wolfos with your Hookshot, then finish them off with your sword. A treasure chest will appear after the battle. Open it to collect a key.

4 After a battle with a Stalfos, you'll reach a large, tall room. Climb two ladders to an area that has arrows on the floor. Turn left and pull a large, gray block as far as you can. Run around the block, follow the passage to another gray block and push it until it falls into a shallow hole. Return to the area that the first gray block occupied, climb a ladder and pull a brown block as far as you can.

Drop to the level of the gray blocks, climb the second gray block and work your way up to another brown block. Push it until it drops into a shallow hole, then climb up to a crystal switch. Hit the switch with your sword to expose Hookshot points.



5 Turn the corner from the area where you found the crystal switch, climb a ladder and use your key to open a locked door.

6 Navi will tell you to watch for the shadows of the monsters that come down from the ceiling. If one of them grabs you, it will take you to the temple entrance. Drop to a large, ornate chest and open it to find the boss key. Next, fall into a square hole and defeat a splitting Floormaster to unlock the door.

7 Stun the zombielike ReDead with your Hookshot, then move in with a sword attack. With victory, you'll earn a small key.

8 Hit a crystal switch to make a clear blockade disappear and rotate the room that held the boss key 90 degrees. Use the Hookshot to reach the top of the tall room where you moved the gray and brown blocks, cut through the boss key room and enter the next hall.

9 Run down the stairs and enter a mini-boss battle against three Stalfos. You'll fight one of the skeletons close to a hole then face off against two others after a platform plugs the hole. Once you defeat the first Stalfos of the pair, you must finish off the second one quickly, or the first one will regenerate.

10 Your prize for victory against the Stalfos is the Fairy Bow. Return to the stairs and fire arrows at the red Poe that appears in the paintings. When the Poe comes to life, fight it at the bottom of the stairs with your bow or Hookshot. You'll earn the map and light a brazier.

11 Cross the room where you fought the Stalfos and fire at a blue Poe in a series of paintings. After the Poe comes to life and you finish it off, you'll earn the compass and bring light to another brazier. Return to the temple's central chamber and fire arrows at two eye emblems overhead to unlock the doors.

12 Stand on the edge of the well in the east courtyard and fire an arrow at an eye emblem on the inside wall to drain the water. Climb into the well and open a chest to discover a small key.

13 Hookshot up to the ledge above the courtyard entrance. Face the gray block on the wall and play the Song of Time to make another block appear. Hop to the far block and play the song again to make another block appear. Jump to the new block, climb the vine-covered wall and collect a key from a chest.

14 Return to the area where you fought the blue Poe and use one of your recently acquired keys to open the door at the top of the stairs. Turn right, run down the hall and use the other key to open another door.

15 There are two ways to melt the ice that surrounds the eye emblem on the wall near point 15. The simplest way is to use Din's Fire while standing next to the wall. The alternative is to set the crate on the switch in the center of the room to light the brazier then fire an arrow through the flame, at the emblem. Pick up the crate to unblock the exit.

16 After you backtrack through the twisted hallway, drop though a hole in the floor near point 14. You'll land on a checkerboard floor. A large plate drops periodically. Note the holes in the plate and advance to those places when the plate is raised. One of the floor switches unlocks the door to the courtyard.

17 Leave through the door and drop to the ground. You'll find a small key in a treasure chest. Play the Song of Time to make blocks appear, then climb the blocks up to the checkerboard room and unlock the door at the end of the hall.

18 After you fire an arrow into a picture of a green Poe, five large blocks will fall to the ground. Four of the blocks each show one-quarter of the picture. Arrange the four blocks to complete the picture before the time runs out. If you fail, the puzzle and the timer will reset and you'll start again with additional time. After you succeed, the Poe will appear. Vanquish it.

19 Return to the temple's central chamber to battle the purple Poe. The floating creature will split into four spirits. Attack the one that spins with the Hookshot or arrows. An elevator to the lower level will rise from the floor.

20 The basement's central chamber is a round room with spokelike wall segments. By pushing the wall segments, you can rotate the room's surrounding wall to reveal alcoves. They contain treasure and switches. Continue to push the segments and check the alcoves, and hit switches until you clear a passage to the boss room.

PHANTOM GANON

After you examine the boss arena and try to leave, Phantom Ganon will appear and disappear into a painting. Stand in the center of the room with your bow at the ready and fire at the beast whenever he tries to emerge from a painting. On his eventual return, deflect his electrical charges with your sword, then finish him off with a direct sword attack.

Fire Temple

Megaton Hammer

The Gorons are imprisoned in the Fire Temple. After a journey through Goron City, where you will find the Goron Tunic, and a meeting with Sheik at Death Mountain Crater, you'll step into the lava-filled labyrinth.

1 Veer left of the main stairs and enter a small chamber where you'll find a large Like Like. Defeat the creature for treasure—Rupees or a lost shield.

2 Shimmy over the wall, avoiding the fire at the front of the stairs. Stand between the two torches on the stairs and call Din's Fire to light them both. Then stand near the two unlit torches in the statues' mouths and light them. After you light all torches, the door to the next area will unlock.

3 After a brief conversation with Darunia from across a lava pit, you'll discover three unlit torches—one of them in a crate that rests on top of a stone step. Stand between the torch that is embedded in the Hookshot target and the torch that you liberated from the crate, and light them both with one cast of Din's Fire.

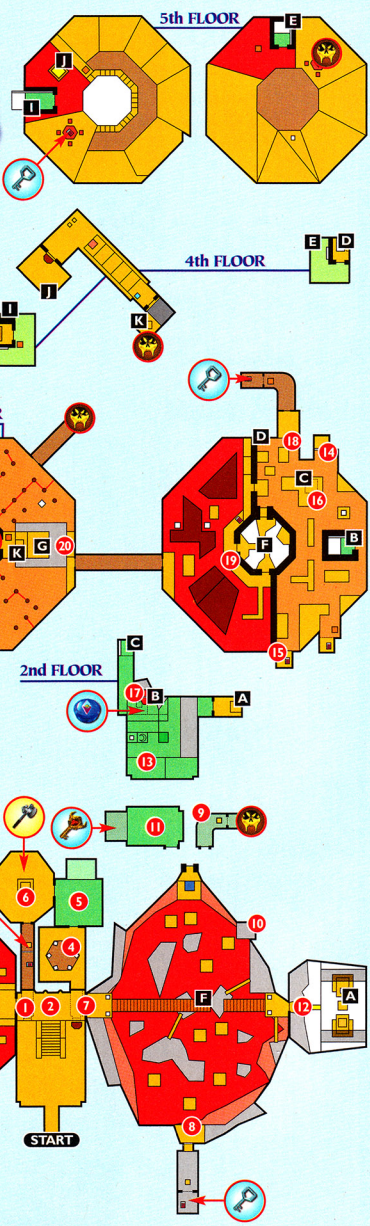
Quickly climb up to the torch that was in the crate and fire an arrow through the torch's flame so that it lights the torch on the other side of the lava. A gate will open, giving you access to a key.

4 Return to the temple entrance and unlock a door to the right of the main stairs with your key. Defeat a pair of Stalfos and a Keese in the next room with your sword and shield to advance.

5 Five tiles will fly toward you as soon as you enter the north-central room. Deflect them with your shield. Hit the Iron Knuckle to awaken it, then perform a backflip to avoid the swing of its axe. You can also damage it with bombs. After you defeat the beast, the locked door will open.

6 A dancing fire creature guards the Megaton Hammer. You can temporarily extinguish the flame by hitting the creature with a bomb blast or the Hookshot. Chase the doused enemy and attack it with your sword. After you collect the hammer, use it on a rusted switch to the south to free Gorons and collect the map.

7 Return to the temple entrance, climb the main stairs and use the Megaton Hammer to destroy a statue that blocks the door to the right.



8 Hop to the right side of the lava pit, onto a moving platform, and use your Hookshot on a torch to fly over a wall of flame. Use Din's Fire to light the torch and trigger the emergence of several Hookshot targets.

Before you leave the ledge, bomb through the wall, open a door and light another torch with Din's Fire. Your actions will free a Goron and give you access to a small key in a treasure chest.

9 Hop across the lava, open a door and use the hammer to hit a switch. You'll free another Goron and collect a Gold Skulltula.

10 When you climb onto the platform near point 10, it will rise. Jump to a nearby ledge and light the ledge's torch with Din's Fire. Line up a bow-and-arrow shot and fire through the torch's flame, toward another torch on the north wall's high ledge. When both torches are lit, the door near the second torch will unlock.

11 Shield yourself from five flying tiles, then use the Hookshot on a torch to fly across a wall of flame. Open the large chest to collect the boss key.

12 Open the door at point 12, walk through the hole in the fence, turn around and climb to the top of the fence. Use your Hookshot on the torch or jump to one of the platforms on either side of the moving block.

Watch the timing of the moving block and hop onto it while it's on the way up to avoid any time in the flames below. Ride the block up to the next level.

13 Use Din's Fire at point 13 to light a torch and trigger several Hookshot targets. Grapple to the top of the room and open a door to the next area.

14 You can detect weak areas in the walls by noticing a slight change in the color or in the sound that the wall makes when you hit it with your sword. Bomb through the weak section at point 14, then hit the switch on the other side to make Hookshot targets appear in the room.

15 Bars protect an alcove in the south end of the room. Use a bomb or arrows to hit the switch on the other side of the bars and open the alcove. On the other side you'll find crates and a treasure chest that contains bombs.

You'll find another barred alcove on the floor level. Use a spin attack to open the bars, then collect the goods inside.

16 Hookshot to the top of the stone structure at point 16 and set a bomb on a weak spot to reveal a passage to the lower level.

17 Climb down the new hole, break crates and hit a rusty switch with the hammer to gain access to a large treasure chest. You'll find the compass inside.

18 Carry a small box from point 15 to point 18 and blast through a weak section of the wall to reveal a switch and a locked door. Step onto the switch to unlock the door and set down the box to keep the door unlocked. Run through the new passage to save a Goron and collect a key. Use the key to enter the next area.

19 Use the Hookshot to reach the crate on the ledge at point 19. Pick up a small box, drop off the ledge to a switch on the floor and set the box onto the switch to ignite the room's braziers. Hookshot back up to the crate, return to the room's central area and shoot an arrow through a flame so that it lights the torch high on the east wall.

20 Most of the puzzles in the large western chamber on the 3rd floor deal with collecting Gold Skulltulas. If you're concerned only with reaching the boss chamber, hop onto the small, raised, square platform and use the Megaton Hammer. The platform will give way and you will fall through a hole to the boss chamber's entrance.

VOLVAGIA

The lava dragon emerges from fiery holes in the ground. As soon as the dragon shows its head, hit it with the hammer, then slice it with your sword. When the dragon flies out of another hole, avoid its attacks and the falling debris. Repeat the process until you have finished off the beast.

Ice Cavern

Iron Boots

After you bid farewell to the Gorons, you'll return to Zora's Domain to find that King Zora is frozen in red ice. The Ice Cavern's entrance is across from Jabu-Jabu's former location.

1. Giant boulders roll through the cavern's opening tunnel. Avoid contact with the rocks and defeat the Freezard and the Tektites with your hammer. Hit the crystal switch at point 1 with an arrow, then advance to the next area.

2. When you reach the cavern's central chamber, fight off a White Wolfos and two Freezards to gain access to point 2. Bottle blue fire, hit a crystal switch to trigger a treasure chest and use your blue fire to melt the red ice that surrounds the chest. Open the chest to collect the map, then bottle up some more blue fire.

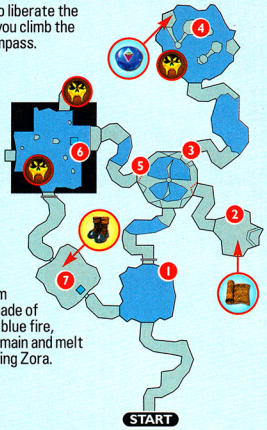
3. Return to the central chamber, climb up to point 3 and use blue fire to melt the blocking red ice. Watch for rolling boulders as you advance to the next area.

4. Detonate a bomb on the crystal switch buried in ice to liberate the Piece of Heart on the ledge. Defeat the Freezards as you climb the chamber's ledges, bottle some blue fire and collect the compass.

5. Melt the red ice at point 5 and move on to the next area, defeating White Wolfos as you go.

6. Hit the switch on the alcove ceiling at point 6 only if you want to make the clear block next to the ledge that holds red ice disappear and reveal a Gold Skulltula. Move close to the blue-fire fountain's ledge and play the Song of Time to make a gray block appear. Climb up to bottle the blue fire, then move on to the red ice and melt the barrier for access to the next room.

7. After you battle a Stalfos for possession of the Iron Boots, Sheik will enter the room and teach you the Serenade of Water. Fill a bottle with blue fire, then return to Zora's Domain and melt the ice that surrounds King Zora.



Water Temple

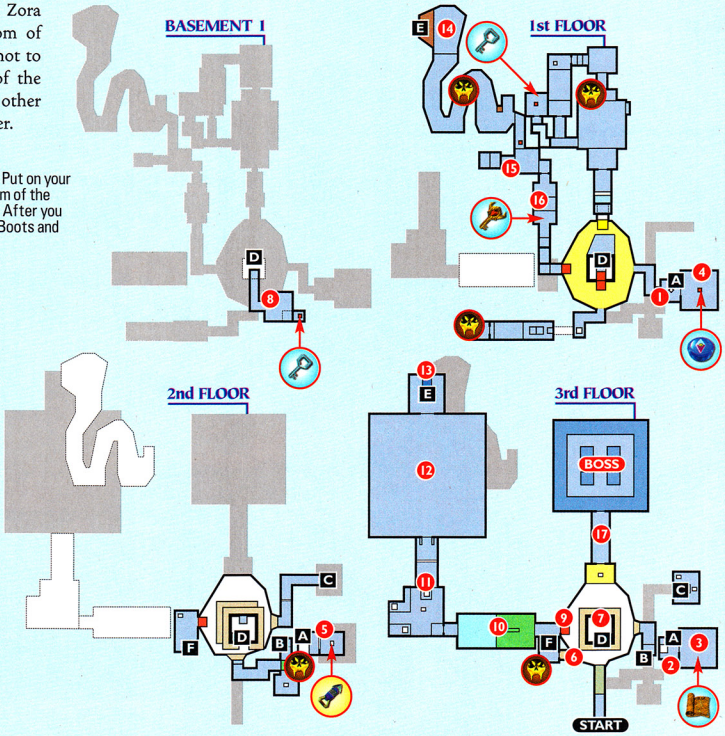
Longshot

Put on your Iron Boots and Zora Tunic, then sink to the bottom of Lake Hylia and use the Hookshot to hit a switch at the entrance of the Water Temple. Switch to your other boots and emerge from the water.

1. You'll find a pool inside the temple. Put on your Iron Boots again, sink to the bottom of the pool and meet Princess Ruto at point 1. After you listen to her plea, switch to the Kokiri Boots and rise to the surface.

2. Stand next to the royal seal (the Triforce) and play Zelda's Lullaby. The water level will drop. Stand in the center of the room and use Din's Fire to light the torches in the corners to unlock the door.

3. When you reach point 3, the door will lock behind you and three Stalfos will appear. Carefully take them on one at a time to conserve your health. After you defeat all of the skeletal beasts, hit the panel on the wall to make the map appear.



4 Drop to the first floor of the dungeon and use either Din's Fire or an arrow to light the room's two torches. The door will unlock when both torches are lit.

Defeat a pair of Lizalfos and a rolling spiked ball to make a compass-carrying chest appear. Then hit the panel on the wall with your Hookshot. Several Hookshot targets will materialize throughout the dungeon.

5 Climb onto a Hookshot target near point 4 and use the Hookshot to grapple onto another target at point 5, on the second floor. Hookshot a wall panel to make a treasure chest materialize. You'll find the Longshot inside.

6 Drop to the first floor, return to the central chamber and use the Longshot to climb to point 6, on the third floor. Play Zelda's Lullaby near the royal seal to make the water level rise.

7 Use the Longshot to reach point 7, then put on the Iron Boots and drop into the water. Switch boots to float, drift and sink onto the second-floor ledge of the central structure. Open the door to enter the structure, float to the surface with the Kokiri Boots and play the Song of Time to make a gray block appear.

Climb the gray block and summon Din's Fire to light four torches in the corners. A door on the first floor will unlock.

8 Put on the Iron Boots and sink into the basement, mindful of the spikes on the first floor. Uncover a crystal switch at point 8 and hit it to open a grate in the ceiling. Float to a room at the surface and hit a panel on the wall with the Longshot to produce a treasure chest that contains a key.

9 Switch between your pairs of boots to reach the second floor ledge and leave the middle structure. Float to the third floor and use the key to unlock the door at point 9.

10 Jump off the ledge, slide down the steep slope onto a slowly moving platform, then turn around and use the Longshot to hit a switch. Several Longshot targets will appear in the waterfall. Aim at the upper-left target. After you fly across the gap, you'll slide to the lower-left target.

Hit the left wall panel with the Longshot to make the upper-central target rise from the water. Then grapple onto the raised target and make your way up to the door.

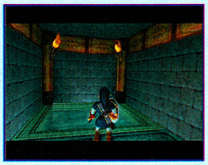
11 When you drop to the floor in the large room in which water comes up to your waist, three Stalfos will attack. After you defeat them, the statues on the ledges will rise to reveal Longshot targets. On your way to point 11, break the pots on one of the ledges and bottle the fairies that fly out of the wreckage.

12 The large room at point 12 looks like a swamp that has a single tree. After you try the far door, return to the tree and confront Dark Link. He'll mirror your moves. Attack him with your sword, but don't forward-thrust or he will step out of the way and hit you from behind.

Battle the shadowy Link without directly targeting him. When he closes in on you, use your spin attack to make him jump back. You'll have some luck by attacking with overhead swings. After about 10 direct hits, you'll win the battle and the room's walls will appear.

13 Hit the panel on the wall at point 13 to make a trapdoor open, then drop down to the river below.

14 You can follow the river without getting wet. Use your Longshot to grapple to one target after the next.



15 When you reach the locked door, drop into the square pool and sink to the bottom with your Iron Boots. Rise out of the water at point 15 and use Din's Fire to light two torches in the corners. The blaze will unlock the door.

16 You'll find a large pit that has a round fountain at the bottom. Drop into the pit, stand on the fountain and target the crystal switch on the ledge with your Longshot. The fountain will lift you into the air.

When the fountain is at its peak, use Din's Fire to ignite two torches on the other side of the closed gate. The gate will rise, giving you access to the treasure chest that holds the boss key.

17 Drop into a small hole, sink, then swim to an opening where you will find a switch and a gate. Step onto the switch to open the gate and float to the area around point 17. Grapple to point 17, open the door, inch toward the first sliding, spiked mechanism, then hit the switch that is above the boss door to make Longshot targets appear. Grapple to the door.

MORPHA

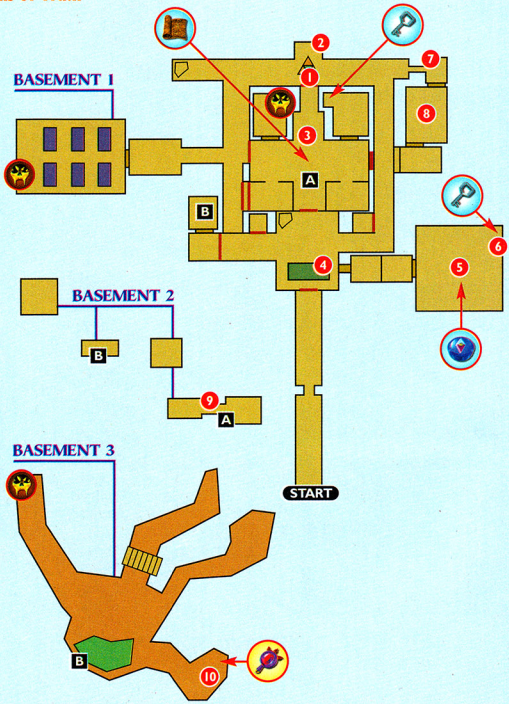
After you jump to a platform in the middle of the boss room, a giant water tentacle and a glowing ball-like creature will appear. Avoid contact with the tentacle, but draw the ball toward you with your Longshot and hit it with your sword. As the battle advances, another tentacle will appear. Avoid it, too.

Kakariko Well

Lens of Truth

You must journey to Kakariko Well to reverse a mistake made in the past. After you learn the Song of Storms from the musician in the windmill, go to the Temple of Time to return to the past. Go to the windmill as a child and play your new song to gain entrance to the well.

You'll find many holes in the well's upper floor. Only the important holes are called out on the map. If you fall into a hole, you'll land in the lowest basement. Look for a ladder near the green pool to climb out of the hole.



1 Step onto the royal seal at point 1 and play Zelda's Lullaby. The gates around the perimeter will open, giving you access to the center of the dungeon.

2 Pull out your slingshot and hit the crystal switch at point 2 to drain water from the well and lower the water level.

3 Run toward the center of the well and open the large treasure chest to find the dungeon map.

4 Return to the area near the well's entrance (point 4), drop into a drained pool and crawl through a tight tunnel to the southeast corner of the well.

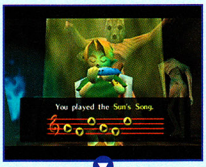
5 You'll have to let one of the arms that grows from the ground grab you to make the Dead Hand emerge. Target the beast's head, wait for it to bend toward you as he it gets close, then attack it with your sword. After several attacks, you'll defeat the beast and earn the compass.

6 Blast the mound of dirt in the northeast corner of the room (point 6) to reveal a small key. Return to the area near the well's entrance, then venture to a tight tunnel in the northeast corner—it will lead you to point 7.

You'll find the glimmer of a crystal switch in the right eye of the face painted on a panel at point 7. Hit it with an arrow to unlock the door.

8 A Floormaster and a Wallmaster populate the small room at point 8. You can defeat the Floormaster with your sword. If the Wallmaster captures you, you'll return to the well's entrance. The best tactic is to avoid both creatures and quickly open the locked door with your key.

9 Blast a dirt pile in the room south of point 8 to reveal a switch. When you step onto the switch, a trapdoor behind the chest from which you collected the map will open. Drop into the hole and step onto a switch to make a chest in the lowest basement materialize.



10 Drop to the lowest basement and venture to point 10. You'll find a group of ReDeads. Play the Sun's Song to stun the zombies temporarily, then attack them with your sword. You can hit several of them at once with the spin attack. After all of the ReDeads are gone, you'll have clear access to the treasure chest that bears the Lens of Truth.

Out of the Well, into the Shadows

The Lens of Truth will help you find invisible demons, traps and treasure—just what you need to explore the Shadow Temple. Return to the Temple of Time to advance seven years to adulthood, then play the Nocturne of Shadow in the graveyard to reach a secret area. Use Din's Fire at the Shadow Temple's entrance to light torches and open the door.

Find More Secrets on the Official Website

There is much more to The Legend of Zelda: Ocarina of Time Master Quest—more dungeons and more adventure in the overworld. You'll find complete walk-through details for both versions of Ocarina of Time on the game's official website, www.zelda.com/ocarina. With our helpful hints, you should be able to finish the game by the time The Legend of Zelda: The Wind Waker arrives!

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

Planetary Project

Falling for FUN

The Project FUN Game Factory goes back to the future this month with a remake of a sci-fi classic. The object of the Mars Mission project is to put gravity, thrust and acceleration on the front burner. A spaceship drops to the jagged surface of an alien world. When the player applies thrust, the ship's trajectory and momentum change according to the laws of physics. The game makes use of a Project FUN sprite effect that allows you to make an object behave as if it were being pulled by gravity. The effect is variable, so you can simulate the gravity of planets that have different masses from Earth's. The game's developers are particularly proud of the planet-surface designs. Players will undergo a difficult challenge in finding a safe place to land in the game's advanced stages.

Apply Thrust
Your space ship falls toward the alien landscape. By pressing the arrow keys, you can steer it and keep it from crashing into the rocks.

Land Safely
By managing the trajectory and speed of your vehicle, you can set it down on flat rock without making it fall apart.

Beginner Sessions

You'll start the project by establishing a background and adding an actor that represents the spaceship. The actor has seven animation sets that show the burners firing in different directions and the ship falling apart. Next you'll add variables and a state machine that describe the ship's behavior, and conditions for the ship's destruction. When you complete the first set of sessions, you'll have the skeleton of a working game. You'll be able to bring the ship in for a safe landing, but if it scrapes against a rock wall or is falling too fast when it lands, it will disintegrate.

Advanced/Expert Sessions

When you move on to the Advanced and Expert sessions, you'll establish winning and losing conditions and set up a series of landing spots, requiring the player to navigate the ship from one area to another. You'll also add fuel and time factors and establish a menu system, replay mode and a high-score screen.

Ship Shapes

In the Volume 164 Fundamentals column, we mentioned that Project FUN members are using art assets that are available on the Project FUN website in their original games. You can have fun with the available art resources even if you're not working on your own project. The library includes a large collection of planes and aliens. Without much effort, you can replace Mars Mission's wireframe ship with one of several interesting vehicles. The sizes of the alternate ships vary. You may have to alter the landscape if your new ship is much larger than the original ship.

FUN Facts

www.projectfun.digipen.edu

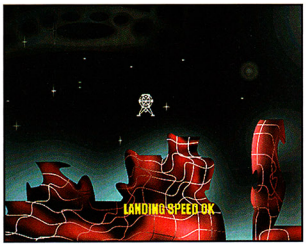
- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

Bells & Whistles

Mission Additions

The Beginner sessions leave you with a fun but unfinished game. Our Bells & Whistles additions add more play elements. After you add a Martian ship that guards the terrain, the player will have to watch for rock walls and a bulldozing baddie. A second feature will add a text message that indicates when your speed warrants a safe landing. Another add-on gives you more control over your speed when you press the Shift key.

Martian Challenge
The first Bells & Whistles tip adds a Martian ship that tries to keep you from landing.



Happy Landings
Another addition flashes a text message when your speed is slow enough for a safe landing.

Alien Attack

The game's fun factor will soar after you add a Martian ship to defend the landing area. The defender will have both a sighting radius and a pursuit radius. As long as the player's ship stays out of the Martian ship's sighting radius, the Martian ship will remain in a nonaggressive patrol mode. But when the player's ship drifts within sighting distance, the alien will shift into pursuit mode and chase the player's ship until the ships collide or the player navigates out of the Martian ship's larger pursuit radius.

Step 1—Add an Actor and an Animation Set

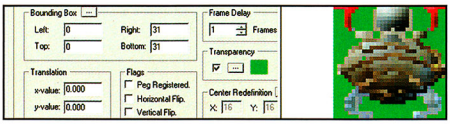
Download the Alien8 files from the Art Assets/Actors/Aliens area of the Project FUN Game Factory website. Add an actor named MARTIAN to the project and give it an animation set called CHASE. Open the CHASE animation set and add two frames using two of the bitmaps from the Alien8 files: Alien081.bmp and Alien082.bmp. Select the first frame and set the Frame Delay at 5. Then give the frame the following collision data:

```
Collision Type: Circle
X: 16   Y: 16   Radius: 16
```

Click the Apply to All button to copy the properties to the second frame, then click the OK button to save and close the set.

Step 2—Add Another Animation Set

The Martian ship will take on a slightly different look when it shifts into patrol mode. Add another animation set to the MARTIAN actor and call it PATROL. Add a frame using the Alien083.bmp file and give it the same collision data that you gave to the frames in the CHASE animation set. Then find the Transparency section and click on the ellipsis button (labeled "..."). Magnify the image, point the dropper tip at the green background and click to set the color. Save and close the animation set.



Step 3—Add a Sprite

The next step is to create a sprite that will use your actor and animation sets. Create a sprite and give it the following properties:

GENERAL	ANIMATION
Name: martian	Actor: MARTIAN
Map: background	Initial Animation: PATROL
Display List #: 1	Initial Frame: Alien083
EFFECTS	**COLLISION**
Reflection: check	Precise Collision: select
	Check Collision with Map: check
	Check Collision with Sprites: check

You won't set an initial position or direction when you establish the sprite. You'll set those properties in the function that initializes the Martian ship.

Step 4—Add a Function

The Martian ship will appear every time your program calls a new function. Add a function called MartianInit under the MyFunctions node and enter the following in the Declaration field:

```
void MartianInit(void)
```

Then enter the following code in the Code field:

```
//This function initializes the martian
SpritePTR martian("martian");
martian->Unused(false); //Activate the sprite
martian->Speed(0.6); //Set the speed
//Starting position and direction is random within range limits
RandReset(timeGetTime());
martian->WorldPosition(300+RandInt(440),200- RandInt(50));
martian->VectorAngle(180 + RandInt(30));
```

The function places the Martian ship in a random location (within set parameters) with a randomly set vector angle.

You'll need to use two functions to generate random numbers, and we recommend a third function. The function RandInt() takes an unsigned integer argument and returns a somewhat random integer that can be anything from zero to the argument, but not including the argument itself. RandInt(10), for example, returns an integer in the range from zero to nine. The function RandReset() helps shuffle the random number sequence. To make the function work as intended, you must give it a different argument every time it's called. One good way to do that is to use the timeGetTime() function to generate an argument for RandReset(). The timeGetTime() function returns the number of milliseconds that have elapsed since Windows started.

Step 5—Add a Global Variable

You'll need a global variable to keep track of the Martian ship's sighting radius. The larger the value, the more difficult it will be to get away from the vehicle. Add a global variable with the following properties:

```
Name: SafeDistance
Type: int
Initial Value: 150
```

Step 6—Add a State Machine

The best way to manage the Martian ship's state is by way of a state machine. Add a state machine called MartianSM and set it to be used by sprites. Give the state machine three states: INIT, PATROL and CHASE. The INIT state must be the state machine's starting state. Open the state, make sure the Starting State button is pressed, then enter the following Initial Actions code:

```
MartianInit();
```

Create an edge from INIT to PATROL, leaving the Conditions code as is so the state immediately changes to PATROL. Then create an edge from PATROL to CHASE and replace the edge's Conditions code with the following:

```
//Change state if the space capsule is close enough
SpritePTR earthling("spaceCapsule");
return This->Distance(earthling)<SafeDistance;
```

Create an edge from CHASE to PATROL and replace the Conditions code with the following:

```
//Change state if the space capsule gets too far
SpritePTR earthling("spaceCapsule");
return This->Distance(earthling)>=SafeDistance+20;
```

Open the PATROL state and enter the following Initial Actions code:

```
//Use the patrol animation
This->Animation(MARTIAN_PATROL);
```

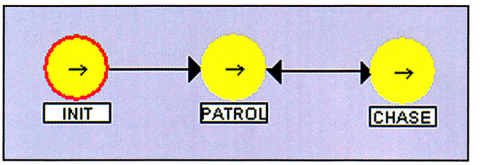
Open the CHASE state and enter the following Initial Actions code:

```
//Use the chase animation
This->Animation(MARTIAN_CHASE);
```

Then click the Actions tab and enter the following code:

```
//Go toward the space capsule
This->Follow("spaceCapsule");
```

As long as the Martian ship's state machine is in the CHASE state, the vehicle will seek and chase the player's vehicle. Save and close the state machine.



Step 7—Modify the Martian Sprite

Open the Martian sprite, click on the Behavior tab and add the MartianSM state machine.

Step 8—Modify SpaceCapsuleFN

If you compile and run the code, the Martian ship will appear and hug the player's ship when the ships collide. The next step is to make a collision destroy the player's ship. Open SpaceCapsuleFN and add the following code at the bottom:

```
//If the Martian ship catches up to the player's ship,
//destroy the player's ship.
if(This->CollisionWithSprite("martian"))
    This->behavior.ChangeState(SM_SPACECAPSULESM,
    "BAD_COLLISION");
```

Step 9—Modify SpaceCapsuleSM

After the player's ship lands safely, the Martian craft should disappear. Open SpaceCapsuleSM and add the following to the end of the GOOD__COLLISION state's Initial Actions code:

```
//Disable the Martian ship
SpritePTR martian("martian");
martian->Unused(true);
```

After the player decides to start a new trip, the Martian ship should reinitialize. Open the edge that points from GOOD__COLLISION to IDLE and add the following to the end of the edge's Actions code.

```
//Restart the Martian ship
MartianInit();
```

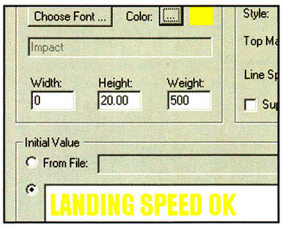
Watch Your Speed

The player's ship must be descending at a very cautious pace to ensure a soft landing. Our second addition to the game creates a text message whenever the player's ship is moving slowly enough to land. Since sometimes the ship is not moving at all, you'll have to take those conditions into account and flash the message only when it is appropriate.

Step 1—Add a Text Object

A text object will contain the Landing Speed OK message. Add a text object with the following properties:

```
Name: landingSpeedOk
Color: yellow
Height: 20
Bounding Rectangle:
    Left: 320  Top: 460  Right: 800  Bottom: 600
Initial Value: LANDING SPEED OK
```



When you add the text object, make it a bright color so that it stands out in the game's dark background.

Step 2—Add a Global Variable

The variable that will keep track of whether or not the player's vehicle is moving will be global. Add a global variable with the following properties:

```
Name: IsFlying
Type: bool
```

The variable's initial value will be set in the SpaceCapsuleSM state machine.

Step 3—Modify SpaceCapsuleSM

After a collision, the IsFlying variable should be set to false. Open the SpaceCapsuleSM state machine and add the following code to the Initial Actions area of the BAD__COLLISION and GOOD__COLLISION states:

```
//The player's ship is not in flying mode
IsFlying=false;
```

When the player's ship switches to the IDLE state, the variable should be set to true. Add the following to the IDLE state's Initial Actions code:

```
//The player's ship is in flying mode
IsFlying=true;
```

Step 4—Modify SpaceCapsuleFN

The last step is to turn the text object on and off, based on the speed of the player's ship and the value of IsFlying. Add the following code to the bottom of SpaceCapsuleFN:

```
// If we're in flying mode, update the landing indicator
if (IsFlying)
{
    TextPTR safe("landingSpeedOk");
    if (This->SpeedX() <= Max_Speed_Land)
        safe->Unused(false);
    else
        safe->Unused(true);
}
else
{
    TextPTR safe("landingSpeedOk");
    safe->Unused(true);
}
```

Gain Control

If you want to give the player's ship a little more speed control, you can add a feature that will make the ship accelerate and decelerate faster when the player is pressing the Shift key.

Step 1—Modify SpaceCapsuleFN

The first step is to establish the ship's speed value when the player presses the Shift key. Open SpaceCapsuleFN and add the following code at the bottom:

```
// Set the acceleration rate based on if the Shift key is pressed
if(pKeyboard->IsPressed(DIK_LSHIFT)
|| pKeyboard->IsPressed(DIK_RSHIFT))
    SpeedValue = 0.016;
else
    SpeedValue = 0.008;
```

Step 2—Add a Text Object

Add a text object with the following properties to let the player know about the new speed feature:

```
Name: controls
Color: white
Height: 14
Bounding Rectangle:
    Left: 10  Top: 550  Right: 800  Bottom: 600
Initial Value: Press Shift for a Rocket Boost
```

Step 3—Save, Compile and Run

Play the game. If you've implemented both the Martian ship feature and the rocket boost feature, you'll find the power you need to escape from the Martian ship by pressing the Shift key.

Pokécenter

Pokémon Ruby Version

Pokémon Sapphire Version

In the land of Hoenn, you'll fight through the intense Gym circuit in a quest for respect as a Pokémon Trainer. It's no easy feat, since a new breed of crooks is at large. They're hunting for Pokémon that can unleash ancient forces. This month, Pokécenter takes the first steps in the new adventure.

EVERYONE E CONTENT RATED BY ESRB

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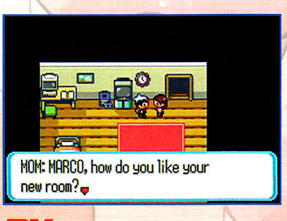
MOVING IN & HEADING OUT

FOLLOW IN THE FOOTSTEPS OF GIANTS

In the new Pokémon game, you'll have lots to live up to as a budding Pokémon Trainer—especially since your dad is one of the toughest Gym Leaders around. In a journey crammed with crises, your face-offs with all eight Gym Leaders will be tough fights, as will your seismic confrontation with the Pokémon League Champion. But your biggest challenges will register off the scale. Thieves are planning to wreak atmospheric havoc by waking Pokémon that haven't stirred since the dawn of time. Ready to claim your place in history? All major heroes need to take a first step toward greatness—and your first step leads you toward your family's new house in Littleroot Town.



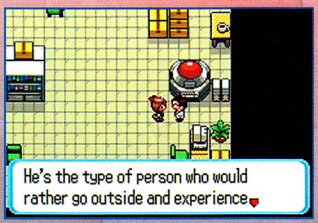
Upon entering your family's new house, you'll discover your mother watching some Machoke that are moving crates from the truck. She'll ask you to head upstairs to set your bedroom clock. While there, check your computer to see what items are stored. You'll find a Potion—so upload it into your inventory, then hit the road!

FRIENDLY RIVALRY

In the house next to yours, you'll first meet your rival—the child of the local Pokémon specialist, Professor Birch. Surprise! Your rival will be the character that you chose not to play. You'll meet May, the professor's spirited daughter, if you chose to play as a boy. And you'll meet Brendan, the prof's feisty son, if you chose to play as a girl. Which character you play as also affects which house belongs to your family. If you're a boy, your family's pad is the left house. If you're a girl, it's the right house. Whichever character you play, the game's story line will remain the same.

AN ABSENT PROFESSOR

After you speak with your rival, he (or she) will run off to be with his (or her) dad, who's out catching wild Pokémon. All great Pokémon adventures begin with a paternal push from a local professor, so your next step will be to find Professor Birch. After you've met with your rival and checked in with the professor's assistant at the laboratory, you'll be ready to go professor hunting on Route 101.



YOUR FIRST POKéMON

As you move into Route 101, you'll find that a Poochyena is chasing Professor Birch. The professor will yell for you to save him with one of the Pokémon in his satchel—he'll let you keep the Pokémon, so choose carefully.

Fortunately, the Poochyena is merely a Level 2 Pokémon, so your battle should go easily no matter which Pokémon you choose. Selecting your Pokémon is still a big deal, though, because you won't find the other two anywhere else in Hoenn. You'll be able to acquire them only by trading with another player. Whichever Pokémon you choose will have only its first two moves. After you use it to defeat two or three opponents, it will level up enough to learn its third move. To acquire its fourth move, your Pokémon will need to win many more battles. If you're going to attempt such a long winning streak, don't battle your Pokémon to its fainting point. Instead, head back to your family's home when needed. There you can rest up and restore your sole Pokémon to full health.

#1 Treecko

Type: GRS
Height: 1'08"
Weight: 11 lbs.
Move 1: Pound NRM
Move 2: Leer NRM
•**Move 3:** Absorb GRS
•**Move 4:** Quick Attack NRM

Treecko won't have its third and fourth moves when you first get it.

#4 Torchic

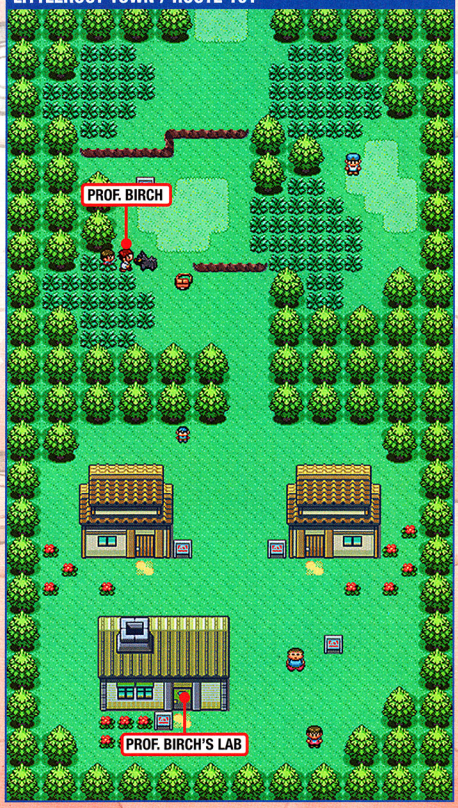
Type: FIRE
Height: 1'08"
Weight: 6 lbs.
Move 1: Scratch NRM
Move 2: Growl NRM
•**Move 3:** Focus Energy NRM
•**Move 4:** Ember FIRE

Torchic won't possess its third and fourth moves until it gains more experience.

#7 Mudkip

Type: WTR
Height: 1'04"
Weight: 17 lbs.
Move 1: Tackle NRM
Move 2: Growl NRM
•**Move 3:** Mud-Slap GRD
•**Move 4:** Water Gun WTR

Mudkip will need to earn more experience before it levels up enough to get its third and fourth moves.



CALLING ALL TRAINERS!

Your Gym pilgrimage is just starting—and your encounter with the first Gym Leader won't be what you expect. And with hordes of Trainers crowding Hoenn routes, you'll have lots to grapple with after you leave Littleroot Town. Join us in our April issue as we hit the road! The game arrives on March 17, so if you haven't preordered, keep in mind that participating retailers are giving away a limited-edition Pokémon Ruby or Sapphire coin when you preorder—while supplies last!

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

CI rolls with one of the hottest GCN games on wheels this month—codes for Mat Hoffman's Pro BMX 2. You'll also find codes that enhance the multiplayer experience in two recent *Star Wars* games and James Bond 007: NightFire.

JAMES BOND 007: NIGHTFIRE GCN
THE LEGEND OF ZELDA: A LINK TO THE PAST/ FOUR SWORDS GBA
MAT HOFFMAN'S PRO BMX 2 GCN
STAR WARS: THE CLONE WARS GCN
STAR WARS JEDI KNIGHT II: JEDI OUTCAST GCN

STAR WARS THE CLONE WARS MULTIPLAYER OPTIONS—PAGE 79

MAT HOFFMAN'S PRO BMX 2 GCN

CYCLE STYLE

CODES

UNLOCK SECRET BIKERS, ALTERNATE OUTFITS AND HIDDEN BIKES.

If the 11 pro bikers in Mat Hoffman's GCN BMX blowout aren't crazy enough for you, add some wilder characters with button codes. You can also access alternate outfits and bikes for the initial set of pros. Input all codes when the game shows a 360-degree view of the garage and flashes the "Press Start" message. Correct code entry will trigger a celebratory sound effect. The hidden characters will appear alongside the other bikers in the garage. The alternate bikes and outfits will be available after you select a biker.

SECRET BIKERS

The riders that you can unlock include one pro (Day Smith) and a couple of monsters (Bigfoot and Volcano). You can select them for single sessions, Free Ride mode or any multiplayer event, but they're left behind in Road Trip mode.

CODE	EFFECT
B, UP, DOWN, UP, DOWN, Y	UNLOCK DAY SMITH
B, UP, UP, A, UP, UP, A	UNLOCK VOLCANO
B, RIGHT, UP, RIGHT, UP, Y	UNLOCK BIGFOOT
B, DOWN, LEFT, LEFT, DOWN, Y	UNLOCK VANESSA
B, LEFT, RIGHT, LEFT, RIGHT, LEFT	UNLOCK THE MIME

ALTERNATE OUTFITS AND BIKES

After you enter any of the alternate outfit or bike codes, select one of the initial pro riders, then press the X Button to view the rider's options. Among the options are Bikes and Rags. If you wait for a few minutes after you select a new bike or outfit, without starting the session, the game will switch back to the garage scene and show off the rider's new look.

CODE	EFFECT
X, L, DOWN, UP, R	UNLOCK ALTERNATE OUTFITS
X, L, L, UP, UP	UNLOCK ELVIS OUTFITS
A, LEFT, LEFT, L, R, LEFT	UNLOCK A STREET BIKE
A, R, LEFT, LEFT, R, LEFT	UNLOCK THE BLING 540

Each pro has an alternate outfit that reflects his personal style.

If you change outfits then wait, you can fill the garage with Elvis impersonators.

Stats for the unlockable bikers aren't listed, but they do vary.

The Mime performs an invisible biking trick.

The Street Bike adds to Spin and Landing stats but subtracts from Grind and Balance stats.

The Bling 540 adds Grind and Balance stats but subtracts from Air and Spin stats.

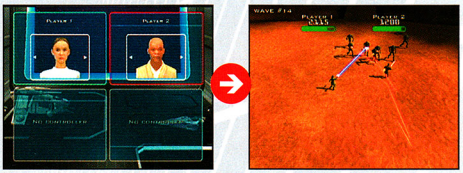
STAR WARS: THE CLONE WARS — GCN

▼ WOOKIEE WARS — CODES

DROP INTO THE GEONOSIS ACADEMY SCENARIO WITH A WOOKIEE.

The Geonosis Academy scenario is one of four bonus multiplayer scenarios, and the only one that allows you to control characters on foot. In Volume 164, we revealed codes that unlock the bonus scenarios and allow you to select a battle droid on Geonosis. In case you missed it, the battle droid code is ROGERROGER. You can unlock a Wookiee and Senator Amidala in the Academy scenario with more codes. Select the Bonuses entry from the Options menu, choose Codes and enter FRAGFIESTA to unlock the scenarios then input either of the codes below.

CODE	EFFECT
CORDE	UNLOCK AMIDALA IN GEONOSIS ACADEMY
FUZZBALL	UNLOCK A WOOKIEE IN GEONOSIS ACADEMY



You can enter the Geonosis Academy scenario with one to four players. Select either the Wookiee or Amidala for long-range laser attacks.

STAR WARS JEDI KNIGHT II: JEDI OUTCAST — GCN

▼ USE THE CHEATS — CODES

INPUT CHEAT CODES FOR A LOAD OF FEATURES AND EXTRAS.

The Jedi Outcast FPS is packed with *Star Wars* lore. By using cheat codes, you can cut through the enemy forces in a hurry and go straight to the puzzles and story sequences. Select Extras from the main menu, then choose Cheats and enter in any of the cheats listed below. A shout of joy will confirm correct code entry. After you unlock the levels with the CHERRY cheat, you'll be able to select them from the Level Select menu, under Extras. You'll find the movies that you can unlock using the FLICKY cheat in the Movie Viewer menu, also under Extras.

CHEAT	EFFECT
BISCUIT	EARN INFINITE AMMUNITION
BUBBLE	BECOME INVINCIBLE
CHERRY	UNLOCK LEVELS
FLICKY	UNLOCK MOVIES
FUDGE	START THE GAME WITH YOUR LIGHTSABER
PEEPS	UNLOCK ALL CHARACTERS IN THE JEDI ARENA

The FUDGE cheat gives you the lightsaber right away.

Unlockable Jedi Arena characters include Lando Calrissian.

JAMES BOND 007: NIGHTFIRE — GCN

▼ THE MAN WITH THE GOLDEN CHEATS — CODES

UNLOCK MISSIONS, MULTIPLAYER SCENARIOS, CHARACTERS AND MORE.

The cheat code interface in EA's latest 007 adventure is connected to agent code names. You'll find a Secret Unlocks option in the Codenames menu. Select the option and enter any of the codes listed below to unlock a new feature. A message will indicate when you've entered a code correctly. After you're finished entering codes, save your code name, then press B to exit to the main menu. When you enter the NightFire adventure or a multiplayer game, select your saved code name from the list to make sure your codes take effect.

MISSION SELECT

You can travel to any mission in the single-player adventure by using the PASSPORT code. When you start the game, the level selection will default to the last mission, Equinox. Press Up on the Control Stick to choose different missions.

CODE	RESULT
PASSPORT	UNLOCK ALL NIGHTFIRE MISSIONS

MULTIPLAYER SCENARIO UNLOCKS

The multiplayer scenarios vary widely, and you can unlock five of them with the following codes. The Uplink scenario challenges you to activate satellites while other agents try to stop you. The Demolition scenario asks MI6 agents to attack a site while Phoenix agents defend it. The Protection scenario resembles the Demolition scenario, but with sides switched. In the GoldenEye Strike scenario, you must collect pieces of the GoldenEye controls. Team King of the Hill is a classic battle for territory.

CODE	RESULT
TRANSMIT	UNLOCK UPLINK SCENARIO
TNT	UNLOCK DEMOLITION SCENARIO
GUARDIAN	UNLOCK PROTECTION SCENARIO
ORBIT	UNLOCK GOLDENEYE STRIKE SCENARIO
TEAMWORK	UNLOCK TEAM KING OF THE HILL SCENARIO

MULTIPLAYER CHARACTER UNLOCKS

The game begins with 12 available multiplayer characters. The codes below give you even more options. The first two codes unlock variations of already available characters. No two players can choose the same character, so if a player selects Bond or Drake, both variations of that character will become unavailable to all other players. Oddjob has an alternate weapon—his hat.

CODE	RESULT
BLACKTIE	UNLOCK BOND TUX
NUMBER 1	UNLOCK DRAKE SUIT
MIDAS	UNLOCK GOLDFINGER
ASSASSIN	UNLOCK SCARAMANGA
NUCLEAR	UNLOCK CHRISTMAS JONES
JANUS	XENIA ONATOPP
DENTAL	UNLOCK JAWS
VOODOO	UNLOCK BARON SAMEDI
BOWLER	UNLOCK ODDJOB

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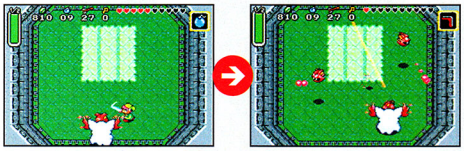
DUNGEON DISCOVERY

COLLECT THE LAST FOUR CRYSTALS ON YOUR WAY TO GANON'S TOWER.

Our Volume 164 strategy review of A Link to the Past took you to the end of the Skull Woods—three crystals collected, four to go. We pick up where the review left off—with your adventure in Thieves' Town.

THIEVES' TOWN—BLIND THE THIEF

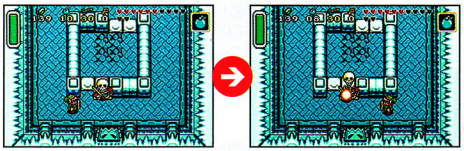
After you let the sunlight in by blowing a hole through the dungeon's top floor, you'll save a maiden then watch her transform into a beast in the basement's northeast room. Concentrate your attacks on the monster's heads while they're attached to the body. Once you remove the third head, you'll win the battle.



You'll have a good chance to swing at the Thieves' Town leader's attached head when the creature is at the bottom the screen. Avoid the flying heads.

ICE PALACE—BOMB THE BONES

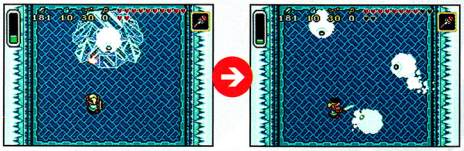
Cape-clad skeletons regenerate seconds after you break them down to a pile of bones. The only way to ensure that they don't return is to plant a bomb quickly among the bones. The explosion will finish the job.



After you turn a cape-wearing skeleton into a bone pile, place a bomb in the pile to obliterate the beast.

ICE PALACE—KHOLDSTARE

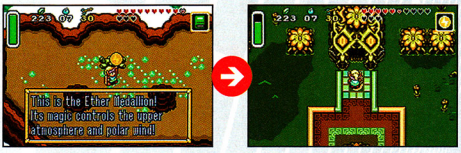
You'll collect magic power on your way to the Ice Palace boss. Drop into the encounter with your power maxed out and melt the icy eye with eight shots from your Fire Rod. After the eye thaws, it will split into three creatures. Hit them with more Fire Rod blasts or attack them with your sword. Avoid the falling ice chunks, but collect the potions the creatures leave behind.



Hit the ice block with flames, then fight with fire until you run out of magic power.

MISERY MIRE—STOP THE STORM

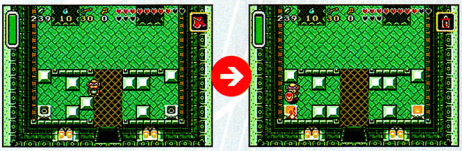
The swamp in the southwest corner of the Dark World is under a perpetual storm cloud. The key to halting the rain and entering Misery Mire is in the Light World. Cross a suspended bridge to the northwest corner of Death Mountain and use the Book of Mudora in front of a stone slab to earn the Ether Medallion. Then use the flute to call your feathered friend and fly to the top of a bluff in the Desert of Mystery. Pull up a rock to reveal a Dark World portal and step into it to go to Misery Mire. Walk north to a platform in the swamp, stand on the round tile and use the Ether Medallion to shine light on your journey.



Collect the Ether Medallion on Death Mountain in the Light World and use it to enter Misery Mire in the Dark World.

MISERY MIRE—FOUR FLAMES

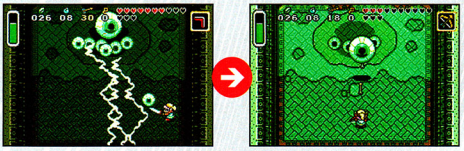
When you reach the two adjoining rooms that each have two torches, move the blocks to clear a path to each torch. Then light all four torches before any of them burns out. A large rock slab will move to give you access to the next area.



Push the blocks to clear the way, then run from one torch to the next and light them in a hurry.

MISERY MIRE—VITREOUS

Misery Mire's leader is a large eye that surrounds itself with smaller eyes. Seek shelter from the enemy's lightning attacks in either of the lower corners of the room and hack at the small eyes when they float down to you. After all of the small eyes are gone, Vitreous will hop and attack. Avoid contact with the creature and hit it with your sword or arrows.

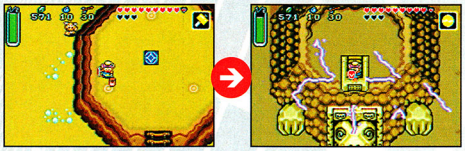


Wait in a corner for the small eyes as you avoid the lightning attacks, then take on the large eye.

TURTLE ROCK—WARP AND ROCK

You'll need a full set of tools, including the Quake Medallion, to explore Turtle Rock. If you don't have the ground-shaking item yet, you'll find it in the Lake of Ill Omen, northeast of the Dark Palace. After you toss a skull into a ring of rocks, a creature will rise and throw you the medallion. Take the prize to the northeast section of Death Mountain, in the Light World. You'll find three pegs on a plateau. Hammer the lower-right peg, then the upper peg, then the lower-left peg. A Dark World portal will appear. By stepping into the portal, you will warp to the top of Turtle Rock, where you'll find a round tile. Stand on the tile and use the Quake Medallion to shake the ground, making the Turtle Rock head turn into an entrance.

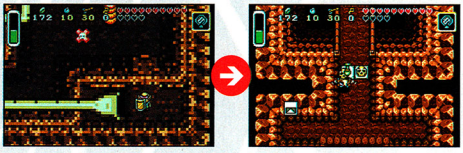
Toss a skull into the circle of rocks in the Dark World's Lake of Ill Omen. A creature will give you the Quake Medallion.



Hit the pegs on a Death Mountain plateau in a counterclockwise pattern to reveal a Dark World portal. Shake the rock and enter the dungeon.

TURTLE ROCK—MAGIC MOVES

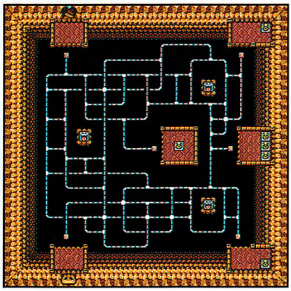
You'll use the Ice Rod, the Fire Rod and the Cane of Somaria often in Turtle Rock, which means that you will need a lot of magic power. Enter the dungeon with all of your bottles full of Medicine of Life and Magic or Medicine of Magic and conserve magic power. Early on, you'll use the Cane of Somaria to travel around a large area and collect keys. If you're low on magic power and you don't want to use up your medicine, use the Magic Mirror to warp to the dungeon's entrance, where you will find a potion that restores your magic under a skull. Then continue your quest.



Your search for keys near the entrance of the dungeon will deplete your magic power. Use the Magic Mirror to warp to a magic-replenishing potion.

TURTLE ROCK—PLATFORM PROGRESS

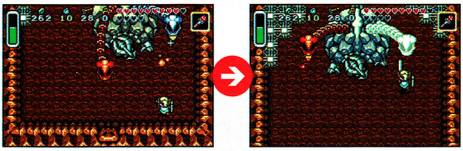
After you clear a maze of pipes that takes you to the Mirror Shield, you'll reach an unlit room that has complex platform paths, as shown in the map below. You can influence the movement of your sliding platform at the intersections. Go from the upper-left corner to the switch near the center of the room. After you hit the switch to open the door, follow the path to the lower-left corner.



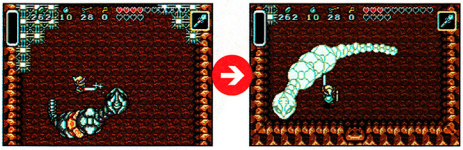
You'll start in the upper-left corner of the dark, open room. Slide a platform to the area with the switch near the center, then quickly travel to the open doorway in the lower-left corner.

TURTLE ROCK—TRINEXX

The three-headed beast that protects the crystal in Turtle Rock attacks with fire, ice and brute force. You'll have to use all three of those elements to defeat it. Attack the ice head on the left side of the chamber first. Hit it with a Fire Rod blast to make it vulnerable, then slice it with your sword. Next turn your attention to the fiery head, and switch to the Ice Rod. Hit the head with an icy blast to make it vulnerable, then move in with your sword. After both side heads are gone, the creature will slither around the room and try to run into you. Avoid it and target the beast's center section.



Hit the ice head with fire blasts and the fire head with ice blasts. When the heads are vulnerable, you can damage them with your sword.

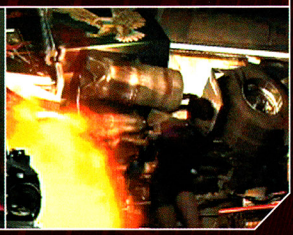


The creature will slither around the room after the side heads are gone. Move out of its way and target the central section.

RESIDENT EVIL 2

IN-DEPTH STRATEGY GCN

Resident Evil 2, the first sequel to Capcom's survival-horror classic, takes place on the streets of Raccoon City, where the deadly new G-virus is wreacking havoc. This CI: Special Report helps you escape the city as Leon S. Kennedy in Normal mode. Resident Evil 2 has been rated M by the ESRB for violence, blood and gore.



A TALE OF TWO SURVIVORS

PLAY AS LEON S. KENNEDY OR CLAIRE REDFIELD

Resident Evil 2 features two playable characters and four scenarios. You can begin the game as either Leon S. Kennedy or Claire Redfield (the sister of RE's Chris). After completing your character's A scenario, load your last save file to start the other character's B scenario. Certain decisions you make in scenario A will affect scenario B. Note that this walk-through is for Leon's A scenario.

CONSERVE YOUR AMMO

Ammunition is in short supply in Raccoon City, particularly at the beginning of the game. To conserve precious rounds, run by enemies whenever possible instead of shooting at them. When force is necessary, use the weakest weapon that's still effective against the enemy you're facing—save the more explosive stuff for bosses.

THE RETURN OF THE ITEM BOXES

You can carry only eight items at a time in Resident Evil 2, and unlike in RE Zero, you can't drop excess items wherever you want. Instead, you must store them in item boxes. As in the first Resident Evil, item boxes are scattered throughout the game, and you can retrieve any stored item from any box, regardless of which one you stored it in.

STAYING ALIVE

You can check on your condition via the Status screen. The meter's color and the word underneath the meter indicate how much of your health remains.

- Fine (green) = 100%–76% health
- Caution (yellow) = 75%–51% health
- Caution (orange) = 50%–26% health
- Danger (red) = 25%–1% health
- Poison (purple) = 100%–25% health

MIXING THE RIGHT HERBS

Green Herb — Restores 25% Health

Blue Herb — Cures Poison

Red Herb — Increases Potency of Other Herbs

- Green + Green: Restores 50% health
- Green + Green + Green: Restores full health
- Green + Red: Restores full health
- Green + Blue: Restores 25% health and heals poison
- Green + Green + Blue: Restores 50% health and heals poison
- Green + Red + Blue: Restores full health and heals poison

LEON–SCENARIO A

ESCAPE FROM RACCOON CITY

After the opening cinema scene, run down the street, past the zombies (save your ammo), and enter the gun shop. As you approach the back door, zombies will smash through the window and attack the gun shop owner. Grab a box of handgun bullets from behind each counter, take out the zombies and pick up a shotgun from the owner's body. Exit through the back door and head for the police station.

FIND THE POLICE STATION MAP

- Once inside the station, enter the second door on your left to receive a blue card key. Back in the main lobby, use the computer behind the desk, and say "Yes" to using the card key to unlock the other two doors.
- Through the set of double doors on the left side of the lobby you'll find an item box and a police memo that contains the combination to a safe. Drop off any unwanted items (like your knife) and head back out.

Enter the door on the right side of the main lobby, then the blue doors to Leon's right. In the office at the opposite end of the room, you'll find two green herbs behind the desk and a small safe in the corner. Enter the combination 2236 to obtain a box of shotgun shells and a very useful map.

JEWEL HEIST

- You might have noticed a locked desk in the room with the item box. To find the key for that desk, head back out the blue doors and follow the hallways until you find an unlocked door to your right. The key is inside.
- Return to the item box room and unlock the desk to find 30 handgun bullets. Enter the door to your left and follow the hallway until you come across a puddle of blood. Equip your shotgun!
- As you approach the crimson pool, a hideous creature called a Licker will drop from the ceiling and attack. Fire your shotgun to knock it on its back; when it gets up, do it again. Three rounds should do it in.

Continue down the next hallway until you come to a set of double doors on your right. Head inside. In the back room you'll see a painting above the fireplace. Use your lighter to burn a hole in the painting and reveal a red jewel.

Proceed down the hall and upstairs, where you'll find three statues. Push the smaller statues onto the pressure switches so that they're facing the middle statue. The second red jewel will drop.

- A save room underneath the stairs you came up contains a darkroom. If you find a roll of film, take it there to develop it. In the meantime, store the red jewels in the item box and grab the bullets from the cabinet.
- A zombified Brad Vickers holds the key to the locker in the save room. You'll encounter Vickers in the courtyard at the bottom of the stairs in front of the police station if you don't pick up a single item on your way there. It isn't easy for beginners, so try it when you go through Claire's scenario A. The locker contains new costumes!

VISIT S.T.A.R.S.

- Manage your inventory, then go back upstairs and head through the door near the three statues. The first door to Leon's left in the next hallway is the S.T.A.R.S. office.

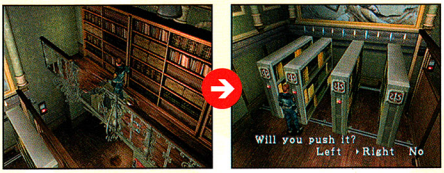
Inside, you'll find another shotgun in the locker to your right, and a first aid spray near the desk. Pick up Chris's diary and the Unicorn Medal from the middle desk to trigger a short cut scene with Claire. There are some handgun bullets behind the desk at the other end of the room, in front of the big S.T.A.R.S. insignia on the wall.

ACQUIRE THE SPADE PRECINCT KEY

Once you have the Unicorn Medal, return to the main lobby and go up to the old fountain in the center. Place the medal on the plaque shown in the screen shot to the left. The statue will move, causing the Spade Precinct Key to drop in front of you.

QUIET IN THE LIBRARY, PLEASE

- Backtrack to the pool of blood where you fought the Licker and use the Spade Precinct Key to open the nearby door. Inside, push the stairs up against the cabinet so that you can reach the crank on top. There's also a precinct report, bullets and ink ribbons in the room.
- Return to the hallway that leads to the S.T.A.R.S. office and unlock the door at the end with the Spade Precinct Key. (It's no longer of use, so discard it afterward.)
- In the next area, find some handgun bullets at the dead end to your left and a locked desk at the end of the hallway to your right. You won't find the key for a little while, so enter the door adjacent to the desk.

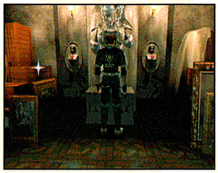


Climb the stairs in the library and follow the walkway until the floor collapses under you. Look at the bronze plate on the wall, then push the switch to move the bookshelf blocking your path. Slide the first and second bookshelves right to reveal a Bishop Plug behind the plate.

ACQUIRE THE DIAMOND PRECINCT KEY

- Exit through the double doors to emerge on the balcony in the main lobby. Drop the emergency ladder for faster access to the first floor, then head through the door at the opposite end of the balcony.
- The small key that unlocks the desk in the hall leading to the library is on a bench in the save room. Inside the desk are handgun parts. Combine them with the handgun to allow it to fire in bursts of three rounds.
- Go back to the save room, retrieve the red jewels from the item box, exit into the next hallway, and enter the door to Leon's immediate right. Continue down the subsequent hallway (don't fight the crows–just run) and head through the door at the dead end.
- Run past the burning helicopter, down the stairs, through an alley and into another save room. Grab the valve handle, handgun bullets and–if you want to save your progress–the ink ribbons.

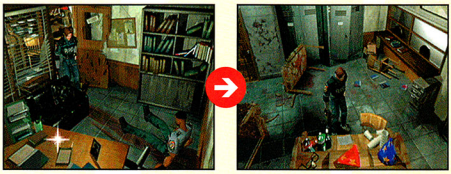
- Return to the burning helicopter and walk into the fenced-off area next to it. Use your newly acquired valve handle to rupture the water tank and put out the fire. Backtrack through the crow-filled hallway and enter the door at the end of the next hallway, where the copter crashed.



It's finally time to use those red jewels. Place one on each of the busts beside the chained statue. The statue's chest will open to reveal the King Plug. Be sure to pick up the Diamond Precinct Key from atop the stack of crates on the left.

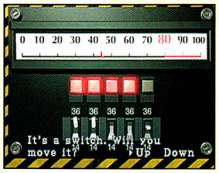
ACQUIRE THE HEART PRECINCT KEY

- Head back to the crow hallway once more, and this time go through the first door straight ahead. Once outside, walk down the stairs (there are three green herbs there) and open the door at the bottom.
- Using the station map, make your way to the north-central room that requires the Diamond Precinct Key to enter (indicated by a purple door). Inside you'll find the Rook Plug, a cord, a first aid spray and a Licker.
- Head for the other room that requires the Diamond Precinct Key to enter (again, indicated by a purple door). After vanquishing the zombies there, look in the drawers for a roll of film and some shotgun shells.
- Unlock the other door to enter the room where Leon's fellow officer gave him the blue card key. Tragically, that officer will turn into a zombie and attack you. Put him to rest, then grab the Heart Precinct Key off his desk. You'll also find a green herb and handgun bullets there.



NOW YOU'RE PLAYING WITH POWER

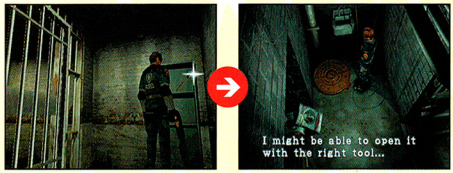
- The Heart Precinct Key unlocks only one door—use the map to head there next (it's marked red). In the next hall, use the cord to restore power to the switch box and close the window shutters.
- Go downstairs and turn right at the fork in the next hallway (where you'll encounter zombie dogs for the first time). Proceed through the first door to Leon's right, where you'll find a basement map and a circuit breaker.
- If you need to save your game or store any items, turn left at the fork instead, go through the door at the end and climb down the manhole in the garbage-strewn alleyway.



Back in the power room, flip the switches on the circuit breaker in the following order: up, down, up, down, up. It will turn on the electronic lock for the weapons-storage room next door, but you'll still need a card key to enter.

Continue past the weapons-storage room and pass through the door at the end of the hall. In the parking garage, Leon will meet Ada Wong. Help her push the truck out of the way so you can reach the door behind it.

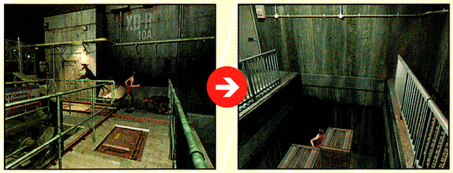
BEN BERTOLUCCI, ACE REPORTER



Follow the winding hallway until you come to a cell door on your left. Step inside to meet Ben Bertolucci, who will tell you how to escape the station. Grab the manhole opener and, if you need them, a couple of herbs from the next cell. Head back into the hallway, enter the blue door and use the manhole opener to access a ladder that leads into the sewers.

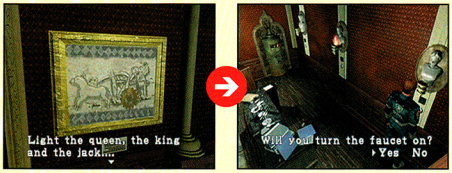
ACQUIRE THE CLUB PRECINCT KEY

- Foul things lurk in the sewers—including giant, venomous spiders. Fortunately, they're pretty easy to avoid, so run past and save your ammo. If you get poisoned, you'll need to use a blue herb.
- In the next hallway, the first door to your left is a save room. Behind the other door, you'll find a panel that requires the plugs you've been collecting to activate. You have only three of the four plugs so far, but you need to step inside and back out anyway to trigger a cut scene.
- Controlling Ada, exit the hall. The walkway outside will eventually split. To your right, you'll find a lift that leads to a box of shotgun shells. Through the door to your left, go downstairs and line up the wooden crates against the far wall. Climb back up and pull the nearby lever to raise the water level. Walk across the crates, pick up the Club Precinct Key and return to the hall to toss the items to Leon.

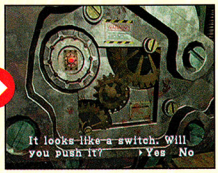


UPGRADE YOUR ARSENAL

- Return to the station and use your newly acquired Club Precinct Key to unlock the morgue, indicated on the map by a green door. Once inside, pick up the red card key from the medical cabinet at the far end.
- With the red card key, you can enter the weapons-storage room. In addition to all of the ammo scattered about, you'll find a submachine gun and a Side Pack in one of the lockers. Take the gun, but leave the Side Pack for Claire—she typically has more items to lug around.
- Head back up to the first floor and use the Club Precinct Key to unlock the door behind the staircase. There's a Magnum and a watchman's diary next to a fallen guard inside, and one of the lockers contains a box of shotgun shells.
- Make your way to the only other room that requires the Club Precinct Key to open and use Leon's lighter to ignite the furnace. Turn on the middle, right and left faucets (in that order) to make the painting at the other end of the room release the cogwheel.



THE CLOCK TOWER



Head to the third floor (via the library) and enter the clock tower. There, use the crank to lower a flight of stairs, then go up and place the cog-wheel in the gears. Push the switch to open a secret niche to your right—it contains the Knight Plug. After grabbing the plug, jump down the chute to return to the basement, then stop by Ben's cell.

G-IMAGO

Next, make your way toward the room in the sewers where you'll use the plugs. Save your game and pick up some heavy artillery on the way, because you have to defeat the game's first boss to reach the panel. The Magnum works best, but whatever weapon you use, keep your distance so it can't swipe at you. Simply step on its little spawn.

IN THE LINE OF FIRE

- After using all four plugs to open the door, Leon will rendezvous with Ada again. Through the following passageway, you'll come to a save room that contains an item box, some handgun bullets, a first aid spray, some ink ribbons and a fax.
- Push the lockers next to the red toolbox to reveal a door that leads to a secret warehouse. You can use your lighter on the two oil lamps down there to help you more easily spot a clip of Magnum bullets and box of shotgun shells.
- Back in the save room, grab the valve handle and head down the lift. As you take control of Ada again, follow the woman in the lab coat up the ventilation shaft and into the next room. After a lengthy cut scene, walk across the bridge and climb down the ladder on the other side.

A gunshot wound to the chest isn't enough to keep Leon S. Kennedy down! Grab the sewer map off the wall if you haven't already and exit.

The fan is running now, so you won't be able to follow Ada through the ventilation shaft. In the nook to your left, however, you'll find a Wolf Medal and some shotgun shells next to the bodies of two fallen Umbrella agents.

CRIKEY!

- Head to the next tunnel (run toward the screen), and drop the Wolf Medal in the device next to the waterfall to free up some space in your inventory. (As usual, you can run past the giant spiders.) In the following room, use the valve handle to lower the bridge.
- After crossing the bridge, use the valve handle again to raise it. Snag the green herbs and shotgun shells close by if you need them, and find the typewriter and ink ribbons to save your game.

At the end of the next tunnel, you'll encounter a crocodile that even Steve Irwin would have a hard time wrangling. As it starts to chase you, run back the way you came and release the gas canister next to the blinking red light. The croc will get the canister lodged in its mouth, so wait around the next corner and fire at the canister with your shotgun to take out the reptile in explosive fashion.

THE SKY TRAM OF DOOM

- Go back and deactivate the electronic lock at the end of the tunnel to meet up with Ada again. You'll climb the nearby ladder automatically.
- Walk across the bridge and up the ramp to your left to collect the sewer manager's diary and the Eagle Medal. Head back to the right of the bridge and use the valve handle to stop the fan so you can climb up the ventilation shaft.

Return to the waterfall and drop the Eagle Medal in the same device as you did the Wolf Medal. The waterfall will stop running, allowing you to enter the door behind it.

Keep going until you come to the sky tram, then power it up via the control panel to the right. Inside the tram, Birkin will start to smash through the roof with his clawed hand. Conserve ammo by letting Ada take care of him, and focus Leon on dodging.

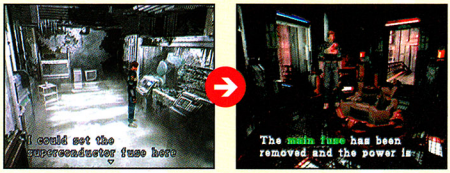
SHOWDOWN WITH WILLIAM BIRKIN, PART 1

- Once the trolley stops, exit and light the flare gun to your left so you can spot the Weapon Box Key on the ground nearby.
- At the fork in the next hallway, zombies will come at you from both directions. Help Ada take care of them, then head left and examine what looks like Brad Vickers's corpse for some shotgun parts. Enter the door at the other end of the hall to find some green herbs to the right and a ladder to the left.
- At the top of the ladder is a save room containing an item box, some shotgun shells, a clip of Magnum bullets, a first aid spray and two ink ribbons. Save your game and bring some big guns with you, because there's another boss battle coming up.
- Exit the save room and grab the factory map off the wall to your right. Enter the elevator car and pick up the Control Panel Key, which you will use to activate the turntable. Pick up more Magnum bullets inside as well.

During your descent, William Birkin will knock Ada unconscious. Equip your Magnum, custom shotgun or submachine gun, and exit the elevator car to teach that thoughtless cad a lesson. Maintain a safe distance while firing, though—if Birkin gets too close, he'll swipe at you with his big claw.

LET THERE BE LIGHT

- Once you defeat Birkin, Leon will carry Ada to a save room that contains some shotgun shells, Magnum bullets and a green herb. Grab what you need, then exit and head through the door to your left.
- In the next area, hang a right through the red door. Hang another right and enter the room at the end of the hall. Inside, you'll find a flamethrower, some blue herbs and two files. Use the computer to turn on the anti-B.O.W. gas, then light the oil under the vines so you can climb through the vent.
- Take out the pair of Lickers in the next room, then check the locker for two boxes of shotgun shells.
- Exit and return to the previous area. Follow the blue path this time and enter the icy door at the end of the next hall.
- Pick up the fuse case and use it on the nearby control box. A robotic arm will place a fuse in the case, giving you the main fuse. Grab the first aid spray if you need it and head back to the area with the blue and red doorways. Place the main fuse in the breaker to turn on the power.



THE KEY CARD AND FINGERPRINTS

- Go through the red door again and open the shutter to the left. There's a pair of mutant plants on the other side of the shutter, and a third through the next door (along with two green herbs). Exterminate them, then climb down the ladder.
- Enter the door at the bottom and fight your way past the Lickers in the next hall. Halfway through you'll come across three green herbs and a shutter. You won't be able to open the shutter, so proceed straight ahead.
- Download the laboratory map in the save room, then exit and enter the door to Leon's left (note the red herb on the ground nearby). Use the Weapon Box Key on the only lit locker to obtain the Magnum parts. Farther inside, you'll find a Lab Card Key.

Use the card key to open the door at the opposite end of the previous hall. Attack the giant moth aggressively—the flamethrower works particularly well. Clear off the computer keyboard afterward and enter the user name "guest."

Run all the way back to the area with the red and blue doorways. Enter the blue door again and open the shutter to the right. There's a device on the other side of the shutter where Leon can verify his fingerprints so you can open that door using Claire in scenario B.

WATCH FOR FALLING PIPES

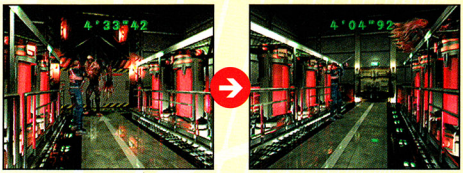
- Use the Lab Card Key to unlock the door to the left of the shutter. Turn on the light switch inside (after you deal with the zombies, of course), then pick up the MO Disk from the autopsy table. There's a first aid spray and some Magnum bullets in there as well.

Exit the room. Following an encounter with Annette Birkin, Leon will pick up a vial of the G-virus. Return to the area with the red and blue doorways, and head toward the red door to trigger another cut scene. After Leon finishes showing off his Shakespeare training, continue through the red door, then left and down the ladder.

PREPARE FOR THE FINAL BATTLE

You can unlock the big shutter with the MO Disk, but before you do, head for the room where you downloaded the laboratory map to save your game and retrieve your strongest weapon and plenty of healing items.

SHOWDOWN WITH WILLIAM BIRKIN, PARTS 2 & 3



Press the elevator button as the five-minute countdown begins. Birkin will drop through the roof and attack. Keep your distance like before, running away when he gets too close. After a few shots from your custom Magnum, he'll transform into a four-legged creature. Repeat the same strategy, but don't get too far away or he'll leap at you.

▼ IT'S NOT OVER YET

PLAY AS CLAIRE REDFIELD

You've helped Leon escape the city, but your journey into the world of survival-horror is only half over. After the credits roll, save your game to access Claire's scenario B. When you complete that, play as Claire first and Leon second to see the story from a different perspective.

PlayStation.2

NINTENDO GAMECUBE

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METRO ANIMAL CONTROL

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EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

UNIVERSAL INTERACTIVE

There goes the neighborhood. Spyro: Enter the Dragonfly. With all new breath weapons: fire, ice, electricity and bubbles, somebody needs to slap a warning label on that dragon.

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2002 NINTENDO POWER AWARDS NOMINATIONS

Grab a pen and mark your ballot—it's time for the annual Nintendo Power Awards! To vote in even more categories, go to www.nintendo.com/np_awards.

A Best Overall Game

Take a look at the game list on page 97, then pick out your top five titles of 2002. Write the game numbers on the card provided, then mark the rest of your ballot and mail the card back to us. Easy!

Metroid Prime

Eternal Darkness: Sanity's Requiem

Super Mario Sunshine

Animal Crossing

The Lord of the Rings: The Two Towers

Star Fox Adventures

TimeSplitters 2

Resident Evil Zero

B Best Game — Nintendo GameCube (GCN)

It was a banner year for the Nintendo GameCube, but a few class acts stood head and shoulders above the rest. Can you pick just one? (Well, you have to, so go ahead!)

1. Animal Crossing
2. Eternal Darkness: Sanity's Requiem
3. Metroid Prime
4. Phantasy Star Online Episode I & II
5. Resident Evil Zero
6. Star Fox Adventures
7. Super Mario Sunshine
8. Tiger Woods PGA Tour 2003
9. TimeSplitters 2

I Best Graphics — GCN

From outer space to ancient lands, GCN graphics reigned supreme. Don't worry if you haven't played every game on the list—we just want your favorite.

1. Baldur's Gate: Dark Alliance
2. Eternal Darkness: Sanity's Requiem
3. Harry Potter & the Chamber of Secrets
4. James Bond 007: NightFire
5. The Lord of the Rings: The Two Towers
6. Metroid Prime
7. Resident Evil Zero
8. Star Fox Adventures
9. Super Mario Sunshine

C Best Game — Game Boy Advance (GBA)

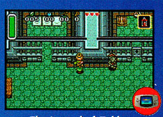
There are some really long titles on this list, so we'll skip the hyperbole and get right to the votes!

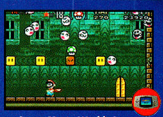
1. Castlevania: Harmony of Dissonance
2. The Legend of Zelda: A Link to the Past/Four Swords
3. The Lord of the Rings: The Two Towers
4. Metroid Fusion
5. Sonic Advance
6. Super Mario World: Super Mario Advance 2
7. Super Monkey Ball Jr.
8. Tactics Ogre: The Knight of Lodis
9. Yoshi's Island: Super Mario Advance 3

E Best Graphics — GBA

There were some stunning-looking games released for the world's favorite handheld system, so pick a fave!

1. Broken Sword: The Shadow of the Templars
2. Castlevania: Harmony of Dissonance
3. Disney's Magical Quest Starring Mickey and Minnie
4. Harry Potter & the Chamber of Secrets
5. Lara Croft Tomb Raider: The Prophecy
6. The Legend of Zelda: A Link to the Past/Four Swords
7. The Lord of the Rings: The Two Towers
8. Metroid Fusion
9. Yoshi's Island: Super Mario Advance 3


The Legend of Zelda: A Link to the Past/Four Swords


Super Mario World: Super Mario Advance 2

Yoshi's Island: Super Mario Advance 3

Super Monkey Ball Jr.

Metroid Fusion

Sonic Advance

Cubivore

Medal of Honor: Frontline

Evolution Worlds

2002 FIFA World Cup 2002

MLB SlugFest20-03

Spider-Man

F Best Musical Score — GCN

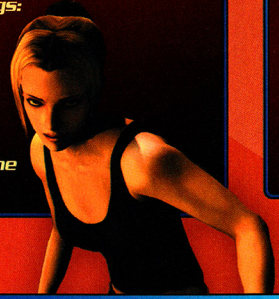
If music be the food of gaming life, play on. From the haunting drums of Eternal Darkness to the happy tunes of Animal Crossing, the GCN made beautiful music.

1. Animal Crossing
2. Cubivore
3. Eternal Darkness: Sanity's Requiem
4. Evolution Worlds
5. Medal of Honor: Frontline
6. Metroid Prime
7. Star Fox Adventures
8. Super Mario Sunshine
9. TimeSplitters 2

G Best Sound — GCN

This category applies to any effects that are not a part of the musical score. The games below had plenty of bangs, bleeps and boops, but only one can come out on top.

1. Eternal Darkness: Sanity's Requiem
2. 2002 FIFA World Cup
3. James Bond 007: NightFire
4. The Lord of the Rings: The Two Towers
5. Medal of Honor: Frontline
6. Metroid Prime
7. Resident Evil Zero
8. Super Mario Sunshine
9. TimeSplitters 2



H Best Music / Sound — GBA

We combined music and sound into one category for the GBA. It's one of the year's toughest choices.

1. Castlevania: Harmony of Dissonance
2. Dave Mirra Freestyle BMX 3
3. Duke Nukem Advance
4. The Legend of Zelda: A Link to the Past/Four Swords
5. Mary-Kate & Ashley: Girls Night Out
6. Metroid Fusion
7. The Pinball of the Dead
8. Super Monkey Ball Jr.
9. Tom Clancy's Rainbow Six: Rogue Spear

I Best Voice Talent

Yakity yakity! The Best Voice Talent category includes everything from cinema-scene voice-overs to sportscast play-by-play.

1. Eternal Darkness: Sanity's Requiem (GCN)
2. Evolution Worlds (GCN)
3. FIFA Soccer 2003 (GCN)
4. James Bond 007: NightFire (GCN)
5. The Lord of the Rings: The Two Towers (GCN)
6. MLB SlugFest 20-03 (GCN)
7. NHL Hitz 20-03 (GCN)
8. Spider-Man (GCN)
9. Star Fox Adventures (GCN)

Duke Nukem Advance

Dave Mirra Freestyle BMX 3

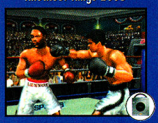
Mary-Kate & Ashley: Girls Night Out

The Lord of the Rings: The Two Towers

Tom Clancy's Rainbow Six: Rogue Spear

The Pinball of the Dead

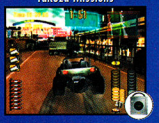
Beach Spikers


Knockout Kings 2003

NBA Street

Tiger Woods PGA Tour 2003

18-Wheeler American Pro Trucker


Wreckless: The Yakuza Missions

J Best Sports Game

In a shocking twist, Madden NFL 2003 didn't even make the list! It's either a sign of a strong sports genre or a precursor to the end of the world.

1. Beach Spikers (GCN)
2. FIFA Soccer 2003 (GCN)
3. Knockout Kings 2003 (GCN)
4. NBA 2K3 (GCN)
5. NBA Street (GCN)
6. NCAA Football 2003 (GCN)
7. NHL Hitz 20-03 (GCN)
8. Tiger Woods PGA Tour 2003 (GCN)
9. Tony Hawk's Pro Skater 4 (GCN)

K Best Fighting Game

Fists were a-flyin' in 2002! Whether you wanted to knock down a building or pummel a gigantic bunny rabbit, the fighting game genre made it all possible.

1. Bloody Roar: Primal Fury (GCN)
2. Capcom vs. SNK 2 EO (GCN)
3. Dual Blades (GBA)
4. Godzilla: Destroy All Monsters Melee (GCN)
5. Guilty Gear X: Advance Edition (GBA)
6. King of Fighters EX: Neo Blood (GBA)
7. Mortal Kombat: Deadly Alliance (GCN)
8. Street Fighter Alpha 3 (GBA)
9. X-Men: Next Dimension (GCN)

L Best Racing Game

Vroooom! This is the only place where tiny motorcycles can go head-to-head with 18-wheel rigs. Burn some rubber and cast a vote!

1. 18-Wheeler: American Pro Trucker (GCN)
2. Burnout (GCN)
3. Cel Damage (GCN)
4. Freekstyle (GCN)
5. Moto GP (GBA)
6. NASCAR Thunder 2003 (GCN)
7. Need for Speed: Hot Pursuit 2 (GCN)
8. Smuggler's Run: Warzones (GCN)
9. Wreckless: The Yakuza Missions (GCN)

M Best RPG

Animal Crossing isn't a traditional RPG, but this seemed like the best place for it. It will face tough competition from a host of strong newcomers.

1. Animal Crossing (GCN)
2. Baldur's Gate: Dark Alliance (GCN)
3. Car Battler Joe (GBA)
4. Evolution Worlds (GCN)
5. Lost Kingdoms (GCN)
6. Lunar Legend (GBA)
7. Phantasy Star Collection (GBA)
8. Phantasy Star Online Episode I & II (GCN)
9. Tactics Ogre: The Knight of Lodis (GBA)

Tactics Ogre: The Knight of Lodis

Phantasy Star Collection

Street Fighter Alpha 3

King of Fighters EX: Neo Blood

Dual Blades

Guilty Gear X: Advance Edition

Tetris Worlds

Harry Potter & the Chamber of Secrets

Star Wars Jedi Knight II: Jedi Outcast

SpyHunter

Resident Evil

Die Hard: Vendetta

Best Puzzle Game

If you like scratching your noggin, you'll love the following collection of mind-bending puzzle games. Did any of them tie you in knots?

1. Boulder Dash EX (GBA)
2. Columns Crown (GBA)
3. Denki Blocks! (GBA)
4. EggMania (GBA)
5. Puyo Pop (GBA)
6. Tetris Worlds (GCN)
7. Worms Blast (GCN)
8. ZooCube (GBA)

Best Shooter

Some are first-person, some are third-person, but all of them are pure action from the word "go." Pick the game that left you with the biggest adrenaline overload.

1. Ballistic: Ecks vs. Sever (GBA)
2. Dead to Rights (GCN)
3. Die Hard: Vendetta (GCN)
4. Duke Nukem Advance (GBA)
5. James Bond 007: NightFire (GCN)
6. Medal of Honor: Frontline (GCN)
7. Star Wars Jedi Knight II: Jedi Outcast (GCN)
8. TimeSplitters 2 (GCN)
9. Turok: Evolution (GCN)

Best Remake

A couple of the games on this list are technically ports, but enough changes were made to qualify them for the Best Remake category. Choose your favorite oldie!

1. Konami Collector's Series: Arcade Advanced (GBA)
2. The Legend of Zelda: A Link to the Past/Four Swords (GBA)
3. Lunar Legend (GBA)
4. Resident Evil (GCN)
5. Sonic Mega Collection (GCN)
6. SpyHunter (GCN)
7. Super Ghouls 'N Ghosts (GBA)
8. Super Mario World: Super Mario Advance 2 (GBA)
9. Yoshi's Island: Super Mario Advance 3 (GBA)

ZooCube

Puyo Pop

Boulder Dash EX

Konami Collector's Series: Arcade Advanced

Super Ghouls 'N Ghosts

Ballistic: Ecks vs. Sever

Phantasy Star Online Episode I & II

Baldur's Gate

Godzilla: Destroy All Monsters Melee

NHL Hitz 20-03

Mystic Heroes

NCAA Football 2003

Best Multiplayer Mode

Grab a friend or three and go to town! You can't lose by playing any title on this list, but you can vote for only one. Talk amongst yourselves and pick a winner.

1. Godzilla: Destroy All Monsters Melee (GCN)
2. The Legend of Zelda: A Link to the Past/Four Swords (GBA)
3. Mario Party 4 (GCN)
4. Mystic Heroes (GCN)
5. NHL Hitz 20-03 (GCN)
6. Phantasy Star Online Episode I & II (GCN)
7. Super Monkey Ball 2 (GCN)
8. TimeSplitters 2 (GCN)
9. Tom Clancy's Rainbow Six: Rogue Spear (GBA)

Best Replay Value

The NP Krew almost came to blows while debating the clinical definition of the term "replay." Whatever you call it, which game kept you coming back for more?

1. Animal Crossing (GCN)
2. The Legend of Zelda: A Link to the Past/Four Swords (GBA)
3. Mortal Kombat: Deadly Alliance (GCN)
4. NCAA Football 2003 (GCN)
5. Phantasy Star Online Episode I & II (GCN)
6. Sonic Adventure 2: Battle (GCN)
7. Super Monkey Ball 2 (GCN)
8. Tiger Woods PGA Tour 2003 (GCN)
9. TimeSplitters 2 (GCN)

Most Innovative

Some are brilliant and some are just plain weird (are you listening, Cubivore?), but all of the following games offered something new and exciting in 2002.

1. Animal Crossing (GCN)
2. Cubivore (GCN)
3. Eternal Darkness: Sanity's Requiem (GCN)
4. The Legend of Zelda: A Link to the Past/Four Swords (GBA)
5. Lost Kingdoms (GCN)
6. Phantasy Star Online Episode I & II (GCN)
7. The Pinball of the Dead (GBA)
8. Sonic Adventure 2: Battle (GCN)

Overlooked and Underrated

Every year, fantastic games are neglected in the hype over other titles. Pick a winner from the list below, then get out there and give them all a try!

1. Blender Bros. (GBA)
2. Bomberman Generation (GCN)
3. Broken Sword: The Shadow of the Templars (GBA)
4. Car Battler Joe (GBA)
5. I Spy Challenger! (GBA)
6. Mary-Kate & Ashley: Girls Night Out (GBA)
7. Mega Man Battle Network 2 (GBA)
8. Sega Soccer Slam (GCN)
9. Shantae (GBC)

Broken Sword: The Shadow of the Templars

Mega Man Battle Network 2

I Spy Challenger!

Denki Blocks!

Car Battler Joe

Shantae

Star Wars Bounty Hunter

Reign of Fire

BloodRayne

Lost Kingdoms

Dead to Rights

Mortal Kombat: Deadly Alliance

U Weirdest Title

So Urban Yeti walks into a Karnaaj and hits Puyo Pop with his Fist of Mars. Then Pocky, Rocky and Becky start playing The Pinball of the Dead … er, yeah. Just vote.

1. Denki Blocks! (GBA)
2. Hamtaro: Ham-Hams Unite! (GBC)
3. Karnaaj Rally (GBA)
4. The Pinball of the Dead (GBA)
5. Pocky & Rocky with Becky (GBA)
6. Puyo Pop (GBA)
7. Urban Yeti! (GBA)
8. The Zone of the Enders: The Fist of Mars (GBA)

V Best New Character

Mario and Link are always welcome, but we also like to give props to new characters who showed us they have the ability to stand with the big boys.

1. Agent BloodRayne — BloodRayne (GCN)
2. Alex Roivas — Eternal Darkness: Sanity's Requiem (GCN)
3. Aragorn — The Lord of the Rings: The Two Towers (GCN)
4. Billy — Resident Evil Zero (GCN)
5. The Dragon — Reign of Fire (GCN)
6. Jango Fett — Star Wars Bounty Hunter (GCN)
7. K.K. Slider — Animal Crossing (GCN)
8. Princess Katia — Lost Kingdoms (GCN)
9. Shadow — Dead to Rights (GCN)

W Best New Villain

Everyone loves a villain, unless you're getting beaten up in a tough boss battle. (And yes, that's really Tom Nook. Hey, have you priced the Ranch Hutch lately? Sheesh!)

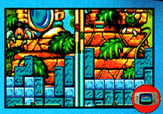
1. Dr. Marcus — Resident Evil Zero (GCN)
2. General Scales — Star Fox Adventures (GCN)
3. Ghaleon — Lunar Legend (GBA)
4. The Green Goblin — Spider-Man (GCN)
5. Komari Vossa — Star Wars Bounty Hunter (GCN)
6. Meta Ridley — Metroid Prime (GCN)
7. Pious Augustus — Eternal Darkness: Sanity's Requiem (GCN)
8. SA-X — Metroid Fusion (GBA)
9. Tom Nook — Animal Crossing (GCN)

Karnaaj Rally

Pocky & Rocky with Becky

The Zone of the Enders: The Fist of Mars

Lara Croft Tomb Raider: The Prophecy


Egg Mania

Urban Yeti!

Disney's Magical Mirror Starring Mickey Mouse

Super Monkey Ball 2

Whirl Tour

James Bond 007: NightFire

FIFA Soccer 2003

Swingerz Golf

X Strangest Concept or Plotline

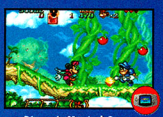
Video games don't always have rock-solid story lines, but every year we find a few oddities that make our heads spin.

1. Begin life as a block, then grow odd-shaped body parts by eating other blocks. Occasionally stop eating to have little block babies. (Cubivore, GCN)
2. Destroy dancing zombies by attacking them with a large metal ball. (The Pinball of the Dead, GBA)
3. Leave Ken and the dream house behind while you circle the globe searching for stolen loot. (Secret Agent Barbie: Royal Jewels Mission, GBA)
4. Stop an evil alien from stealing your trophy by attacking his goons with a soccer ball. (Soccer Kid, GBA)
5. Discover that your longtime girlfriend may, in fact, be the mother of your mortal enemy's son. (Super Mario Sunshine, GCN)
6. Defeat a mad scientist who wants to steal the world's supply of bananas. (Super Monkey Ball 2, GCN)
7. Help a lonely Sasquatch meet girls and get a job in the local soup kitchen. (Urban Yeti!, GBA)
8. Free a kidnapped rock band by performing stunts on a rocket-powered scooter. (Whirl Tour, GCN)

Y Most Frustrating Moment

Also known as the "Aaaaaarrrgh!," this category is dedicated to the gaming moments that made you want to hurl your console across the room.

1. Getting stuck while playing Disney's Magical Mirror Starring Mickey Mouse (GCN)
2. Losing your way in Dungeons & Dragons: Eye of the Beholder (GBA)
3. Being picked up and carried around while playing The Legend of Zelda: Four Swords (GBA)
4. Going online with a bunch of well-intentioned newbies in Phantasy Star Online Episode I & II (GCN)
5. Running out of ammunition in Resident Evil Zero (GCN)
6. Being forced to collect yet another strange item in Star Fox Adventures (GCN)
7. Trying to line up a perfect putt in Swingerz Golf Challenge Mode (GCN)
8. Missing a short jump and falling off a cliff in Turok: Evolution (GCN)


Disney's Magical Quest Starring Mickey and Minnie

Secret Agent Barbie: Royal Jewels Mission

Crazy Chase

Dungeons & Dragons: Eye of the Beholder

Soccer Kid

Moto GP

Driven

Blood Omen 2

Outlaw Golf

Burnout

Hunter: The Reckoning

Minority Report

Z Cheesiest Line of Dialogue

We love bad lines, but sometimes an in-game comment or an instruction manual entry will really make us groan. Any stinkers among the lines below?

1. "Doodle-Duh?" (Animal Crossing, GCN)
2. "Whoa, friend! I think the smell of the sewers has taken a liking to you!" (Baldur's Gate: Dark Alliance, GCN)
3. "Spare me the moral anecdotes, and direct me to the throats!" (Blood Omen 2, GCN)
4. "I'm ditching this crummy castle and I'm going to find an intelligent and emotionally secure boyfriend!" (Crazy Chase, GBA)
5. "When I lost my edge, I lost my wife, I lost the championship . . . I lost it all. If you want the championship, Jimmy, you better start being a winner!" (Driven, GCN)
6. "Knock knock! Who's there? A big painful body check!" (NHL Hitz 20-03, GCN)
7. "Outlaw Golf has a hard-core physics engine that shows details—from a blade of grass to the reflections seen in your club as it bounces off your caddy's head." (Outlaw Golf, GCN)
8. "The alien pirate Scab is scanning the area for a trophy . . . BEEP BEEP BEEP goes the scanner." (Soccer Kid, GBA)

AA The Guilty Pleasure of 2002

If you like to do it—but you feel slightly badly about it—then you've found a guilty pleasure. Pick your favorite no-no, but don't let your friends find out!

1. Hitting your neighbors with a bug net in Animal Crossing (GCN)
2. Racking up the damage total in Burnout (GCN)
3. Knocking over buildings in Godzilla: Destroy All Monsters Melee (GCN)
4. Shooting everything that moves in Hunter: The Reckoning (GCN)
5. Crashing the Olsen twins' cars in Mary-Kate & Ashley Sweet 16: Licensed to Drive (GBA)
6. Tossing people through plate-glass windows in Minority Report (GCN)
7. Listening to Lee Corso berate your play calling in NCAA Football 2003 (GCN)
8. Beating up your trusty caddy in Outlaw Golf (GCN)
9. Watching the B-movie cinema scenes in Smuggler's Run: Warzones (GCN)

Vote Early, Vote Often

Fill out the attached card and send in your vote. Don't forget to vote online, too! Remember—YOU determine the Nintendo Power Award winners.

NBA 2K3

Cel Damage

Tony Hawk's Pro Skater 4

Capcom vs. SNK 2 EO

Freekstyle

Hamtaro: Ham-Hams Unite!

NASCAR Thunder 2003

Smuggler's Run: Warzones

Mario Party 4

Need for Speed: Hot Pursuit 2

Sonic Mega Collection

X-Men: Next Dimension

2002 Releases

Nintendo 64

1. Tony Hawk's Pro Skater 3

Nintendo GameCube

2. 18-Wheeler American Pro Trucker
3. 2002 FIFA World Cup
4. 4 x 4 EVO 2
5. Aggressive Inline
6. All-Star Baseball 2003
7. Animal Crossing
8. Backyard Football
9. Baldur's Gate: Dark Alliance
10. Beach Spikers
11. Big Air Freestyle
12. Blood Omen 2
13. BloodRayne
14. Bloody Roar: Primal Fury
15. BMX XXX
16. Bomberman Generation
17. Burnout
18. Capcom vs. SNK 2 EO
19. Casper: Spirit Dimensions
20. Cel Damage
21. Crash Bandicoot: The Wrath of Cortex
22. Cubivore
23. Dark Summit
24. Darkened Skye
25. Dead to Rights
26. Defender
27. Die Hard: Vendetta
28. Disney Sports Football
29. Disney Sports Skateboarding
30. Disney Sports Soccer
31. Disney/Pixar's Monster's Inc.: Scream Arena
32. Disney's Donald Duck: Goin' Quackers
33. Disney's Magical Mirror Starring Mickey Mouse
34. Disney's PK: Out of the Shadows
35. Dr. Muto
36. Dragon's Lair 3D
37. Driven
38. Egg Mania: Eggstreme Madness
39. ESPN International Winter Sports 2002
40. ESPN MLS Extra Time 2002
41. Eternal Darkness: Sanity's Requiem
42. Evolution Skateboarding
43. Evolution Worlds
44. F1 2002
45. FIFA Soccer 2003
46. FireBlade
47. Freekstyle
48. Frogger Beyond
49. Gauntlet: Dark Legacy
50. Godzilla: Destroy All Monsters Melee
51. Harry Potter & The Chamber of Secrets
52. Home Run KING
53. Hot Wheels: Velocity X
54. Hunter: The Reckoning
55. James Bond 007: NightFire
56. James Bond 007 in Agent Under Fire
57. Jeremy McGrath Supercross World
58. Jimmy Neutron: Boy Genius
59. Kelly Slater's Pro Surfer
60. Knockout Kings 2003
61. Legends of Wrestling
62. Legends of Wrestling II
63. The Lord of the Rings: The Two Towers
64. Lost Kingdoms
65. Madden NFL 2003
66. Mario Party 4
67. Mary-Kate & Ashley Sweet 16: Licensed to Drive
68. Mat Hoffman's Pro BMX 2
69. Medal of Honor: Frontline
70. Metroid Prime
71. Minority Report
72. MLB Slugfest 20-03
73. Monopoly Party
74. Monster Jam: Maximum Destruction
75. Mortal Kombat: Deadly Alliance
76. MX SuperFly
77. Mystic Heroes
78. Namco Museum
79. NASCAR: Dirt to Daytona
80. NASCAR Thunder 2003
81. NBA Courtside 2002
82. NBA Live 2003
83. NBA Street
84. NCAA Football 2003
85. Need for Speed: Hot Pursuit 2
86. NFL Blitz 20-02
87. NFL Blitz 20-03
88. NHL 2003
89. NHL Hitz 20-03
90. Nickelodeon Party Blast
91. Outlaw Golf
92. Pac-Man Fever
93. Pac-Man World 2
94. Phantasy Star Online Episode I & II
95. Pro Rally 2002
96. Rayman Arena
97. RedCard 20-03
98. Reign of Fire
99. Resident Evil
100. Resident Evil Zero
101. Robotech: Battlecry
102. Rocket Power: Beach Bandits
103. Rocky
104. Rugrats: Royal Ransom
105. Scooby Doo!: Night of 1,000 Frights
106. The Scorpion King: Rise of the Akkadian
107. Sega Soccer Slam
108. Sega Sports NBA 2K2
109. Sega Sports NBA 2K3
110. Sega Sports NCAA College Basketball 2K3
111. Sega Sports NCAA College Football 2K3
112. Sega Sports NFL 2K3
113. Sega Sports NHL 2K3
114. Shrek: Extra Large
115. Smashing Drive
116. Smuggler's Run: Warzones
117. Sonic Adventure 2: Battle
118. Sonic Mega Collection
119. Spider-Man
120. SpongeBob SquarePants: Revenge of the Flying Dutchman
121. SpyHunter
122. Spyro: Enter the Dragonfly
123. Star Fox Adventures
124. *Star Wars* Bounty Hunter
125. *Star Wars:* The Clone Wars
126. *Star Wars* Jedi Knight II: Jedi Outcast
127. Street Hoops
128. Super Bubble Pop
129. Super Mario Sunshine
130. Super Monkey Ball 2
131. Swingerz Golf
132. Taz: Wanted
133. Tetris Worlds
134. Tiger Woods PGA Tour 2003
135. TimeSplitters 2
136. Tony Hawk's Pro Skater 4
137. Top Gun: Combat Zones
138. Turok: Evolution
139. Ty the Tasmanian Tiger
140. UFC Throwdown
141. Virtua Striker
142. Whirl Tour
143. Worms Blast
144. Wreckless: The Yakuza Missions
145. WTA Tour Tennis
146. WWE Wrestlemania X8
147. X-Men: Next Dimension
148. Zapper
149. ZooCube

Game Boy Color

150. Harry Potter & The Chamber of Secrets
151. Hamtaro: Ham-Hams Unite!
152. The Mummy
153. Resident Evil Gaiden
154. Rhino Rumble
155. Shantae
156. Yu-Gi-Oh! Dark Duel Stories

Game Boy Advance

157. ATV: Quad Power Racing
158. Aero the Acrobat
159. Aggressive Inline
160. Air Force Delta Storm
161. All-Star Baseball 2003
162. Altered Beast: Guardian of the Realms
163. Antz Extreme Racing
164. Army Men: Turf Wars
165. Atari Anniversary Advance
166. Backyard Baseball
167. Backyard Football
168. Barbie Groovy Games
169. Baseball Advance
170. BattleBots: Beyond the Battlebox
171. Bionicle: Matoran Adventures
172. Black Belt Challenge
173. Blender Bros.
174. BMX Trick Racer
175. Bomberman Max 2: Blue Version
176. Bomberman Max 2: Red Version
177. Boulder Dash EX
178. Breath of Fire II
179. Britney's Dance Beat
180. Broken Sword: The Shadow of the Templars
181. Butt-Ugly Martians: B.K.M. Battles
182. Cabela's Big Game Hunter
183. Car Battler Joe
184. Castlevania: Harmony of Dissonance
185. Chessmaster
186. Colin McRae Rally 2.0
187. Columns Crown
188. Contra Advance: The Alien Wars EX
189. Crash Bandicoot: The Huge Adventure
190. Crazy Chase
191. Cubix: Robots for Everyone—Clash 'n Bash
192. Dark Arena
193. Dave Mirra Freestyle BMX 3
194. David Beckham Soccer
195. Davis Cup Tennis
196. Defender
197. Defender of the Crown
198. Denki Blocks!
199. Desert Strike Advance
200. Dexter's Laboratory: Chess Challenge
201. Dinotopia: The Timestone Pirates
202. Disney Sports Basketball
203. Disney Sports Football
204. Disney Sports Skateboarding
205. Disney Sports Soccer
206. Disney's Kim Possible: Revenge of Monkey Fist
207. Disney's Lilo & Stitch
208. Disney's Magical Quest Starring Mickey and Minnie
209. Disney's Peter Pan: Return to Neverland
210. Disney's Tarzan: Return to the Jungle
211. Disney's Treasure Planet
212. Doom II
213. Dora the Explorer: The Search for Pirate Pig's Treasure
214. Dragon Ball Z Collectible Card Game
215. Dragon Ball Z: The Legacy of Goku
216. Driver 2 Advance
217. Dual Blades
218. Duke Nukem Advance
219. Dungeons & Dragons: Eye of the Beholder
220. Earthworm Jim 2
221. Egg Mania
222. ESPN International Winter Sports 2002
223. ESPN Winter X-Games: Snowboarding 2002
224. Extreme Ghostbusters: Code Ecto-1
225. The Fairly OddParents: Enter the Cleft
226. FIFA Soccer 2003
227. Fire Pro Wrestling 2
228. Frogger Advance: The Great Quest
229. Frogger's Adventure 2: The Lost Wand
230. Galidor: Defenders of the Outer Dimension
231. Game & Watch Gallery 4
232. Gauntlet: Dark Legacy
233. Godzilla: Domination!
234. Gremlins: Stripe vs. Gizmo
235. GT Advance 2: Rally Racing
236. Guilty Gear X Advance Edition
237. Hardcore Pinball
238. Harry Potter & The Chamber of Secrets
239. Hey Arnold! The Movie
240. High Heat Major League Baseball 2003
241. Hot Wheels: Velocity X
242. I Spy Challenger!
243. Ice Age
244. Inspector Gadget: Advance Mission
245. Invader
246. Jazz Jackrabbit
247. Jimmy Neutron vs. Jimmy Negatron
248. Jonny Moseley Mad Trix
249. Justice League of America: Injustice for All
250. Karnaaj Rally
251. Kelly Slater's Pro Surfer
252. King of Fighters EX: Neo Blood
253. Kirby: Nightmare in Dream Land
254. Konami Collector's Series: Arcade Advanced
255. Kong: The Animated Series
256. The Land Before Time Collection
257. Lara Croft Tomb Raider: The Prophecy
258. The Legend of Zelda: A Link to the Past/Four Swords
259. Legends of Wrestling II
260. LEGO Island Xtreme Stunts
261. Little League Baseball
262. The Lord of the Rings: The Fellowship of the Ring
263. The Lord of the Rings: The Two Towers
264. Lunar Legend
265. Madden NFL 2003
266. Marvel's Invincible Iron Man
267. Mary-Kate & Ashley: Girls Night Out
268. Mary-Kate & Ashley Sweet 16: Licensed to Drive
269. Masters of the Universe He-Man: Power of Grayskull
270. Mat Hoffman's Pro BMX 2
271. Matchbox Cross Town Heroes
272. Medabots AX: Metabee Version
273. Medabots AX: Rokusho Version
274. Medal of Honor: Underground
275. Mega Man Battle Network 2
276. Mega Man Zero
277. Metroid Fusion
278. Mike Tyson Boxing
279. Minority Report
280. Monster Force
281. Monster Jam: Maximum Destruction
282. Monster Rancher Advance 2
283. Mortal Kombat: Deadly Alliance
284. Moto GP
285. Moto Racer Advance
286. Motocross Maniacs Advance
287. The Mummy
288. Muppet Pinball Mayhem
289. NASCAR Heat 2002 Advance
290. NBA Jam 2002
291. NFL Blitz 20-03
292. NHL 2002
293. NHL Hitz 20-03
294. Nicktoons Racing
295. Phantasy Star Collection
296. The Pinball of the Dead
297. Pocky & Rocky with Becky
298. Power Rangers: Wild Force
299. Powerpuff Girls: Him & Seek
300. Punch King
301. Puyo Pop
302. Reign of Fire
303. The Revenge of Shinobi
304. The Ripping Friends
305. Robopon 2: Cross Version
306. Robopon 2: Ring Version
307. Robot Wars: Advanced Destruction
308. Robotech: The Macross Saga
309. Rocket Power: Beach Bandits
310. Rocky
311. Rugrats: I Gotta Go Party
312. Sabrina the Teenage Witch: Potion Commotion
313. Salt Lake City 2002 Winter Olympics
314. Scooby-Doo!: The Motion Picture
315. The Scorpion King: Sword of Osiris
316. Sea Trader: Rise of Taipan
317. Secret Agent Barbie: Royal Jewels Mission
318. Sega Smash Pack
319. Shrek: Hassle at the Castle
320. Shrek: Swamp Kart Speedway
321. Silent Scope
322. Smuggler's Run
323. Soccer Kid
324. Soccer Mania
325. Sonic Advance
326. Space Invaders
327. Spirit: Stallion of the Cimarron
328. SpongeBob SquarePants: Revenge of the Flying Dutchman
329. Spy Kids Challenger
330. SpyHunter
331. Spyro 2: Season of Flame
332. *Star Wars:* Episode II Attack of the Clones
333. *Star Wars:* Episode II The New Droid Army
334. Star-X
335. Street Fighter Alpha 3
336. Stuart Little 2
337. Super Bubble Pop
338. Super Ghouls 'n Ghosts
339. Super Mario World: Super Mario Advance 2
340. Super Monkey Ball Jr.
341. Tactics Ogre: The Knight of Lodis
342. Tekken Advance
343. The Three Stooges
344. Tom Clancy's The Sum of All Fears
345. Tom Clancy's Rainbow Six: Rogue Spear
346. Tony Hawk's Pro Skater 3
347. Tony Hawk's Pro Skater 4
348. Top Gun: Firestorm Advance
349. Turbo Turtle Adventure
350. Turok: Evolution
351. Uan Yeh!
352. V-Rally 3
353. Virtua Tennis
354. Virtual Kasparov
355. The Wild Thornberrys Movie
356. Wolfenstein 3D
357. Worms World Party
358. WTA Tour Tennis
359. WWE: Road to Wrestlemania X8
360. X-Bladez: Inline Skaterz
361. xXx
362. Yoshi's Island: Super Mario Advance 3
363. Yu-Gi-Oh!: The Eternal Duelist Soul
364. Zapper
365. The Zone of the Enders: The Fist of Mars
366. ZooCube

Bomberman Generation

Turok: Evolution

Sega Soccer Slam

Sonic Adventure 2: Battle

Bloody Roar: Primal Fury

Worms Blast

ENTER TO WIN THE GAMES THAT YOU THINK DOMINATED 2002!

The best games. The best graphics. The best sound. Win the titles that made your 2002 must-play list!

5 Grand Prize Winners

1 Platinum Nintendo GameCube

1 Platinum Game Boy Advance SP

5 Nintendo GameCube Game Discs*

2 Game Boy Advance Game Paks**

10 Second Prize Winners

1 Platinum Game Boy Advance SP

2 Game Boy Advance Game Paks**

50 Third Prize Winners

A Nintendo Power T-shirt

* Your choice of any five games from the 2002 Nintendo GameCube library (subject to availability).

** Your choice of any two games from the 2002 Game Boy Advance library (subject to availability).

Official Sweepstakes Rules

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Choose your five favorite games from the "2002 Releases" list on page 97, then list their numbers in order of preference to vote for The Best Overall Game of 2002.

A. 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

Letters B-Z correspond to the Power Award categories on pages 88-96. For each category, circle the number that matches the nominee you're voting for. Please circle only one number per category.

B.	1	2	3	4	5	6	7	8	9
C.	1	2	3	4	5	6	7	8	9
D.	1	2	3	4	5	6	7	8	9
E.	1	2	3	4	5	6	7	8	9
F.	1	2	3	4	5	6	7	8	9
G.	1	2	3	4	5	6	7	8	9
H.	1	2	3	4	5	6	7	8	9
I.	1	2	3	4	5	6	7	8	9
J.	1	2	3	4	5	6	7	8	9
K.	1	2	3	4	5	6	7	8	9
L.	1	2	3	4	5	6	7	8	9
M.	1	2	3	4	5	6	7	8	9
N.	1	2	3	4	5	6	7	8	
O.	1	2	3	4	5	6	7	8	9
P.	1	2	3	4	5	6	7	8	9
Q.	1	2	3	4	5	6	7	8	9
R.	1	2	3	4	5	6	7	8	9
S.	1	2	3	4	5	6	7	8	
T.	1	2	3	4	5	6	7	8	9
U.	1	2	3	4	5	6	7	8	
V.	1	2	3	4	5	6	7	8	9
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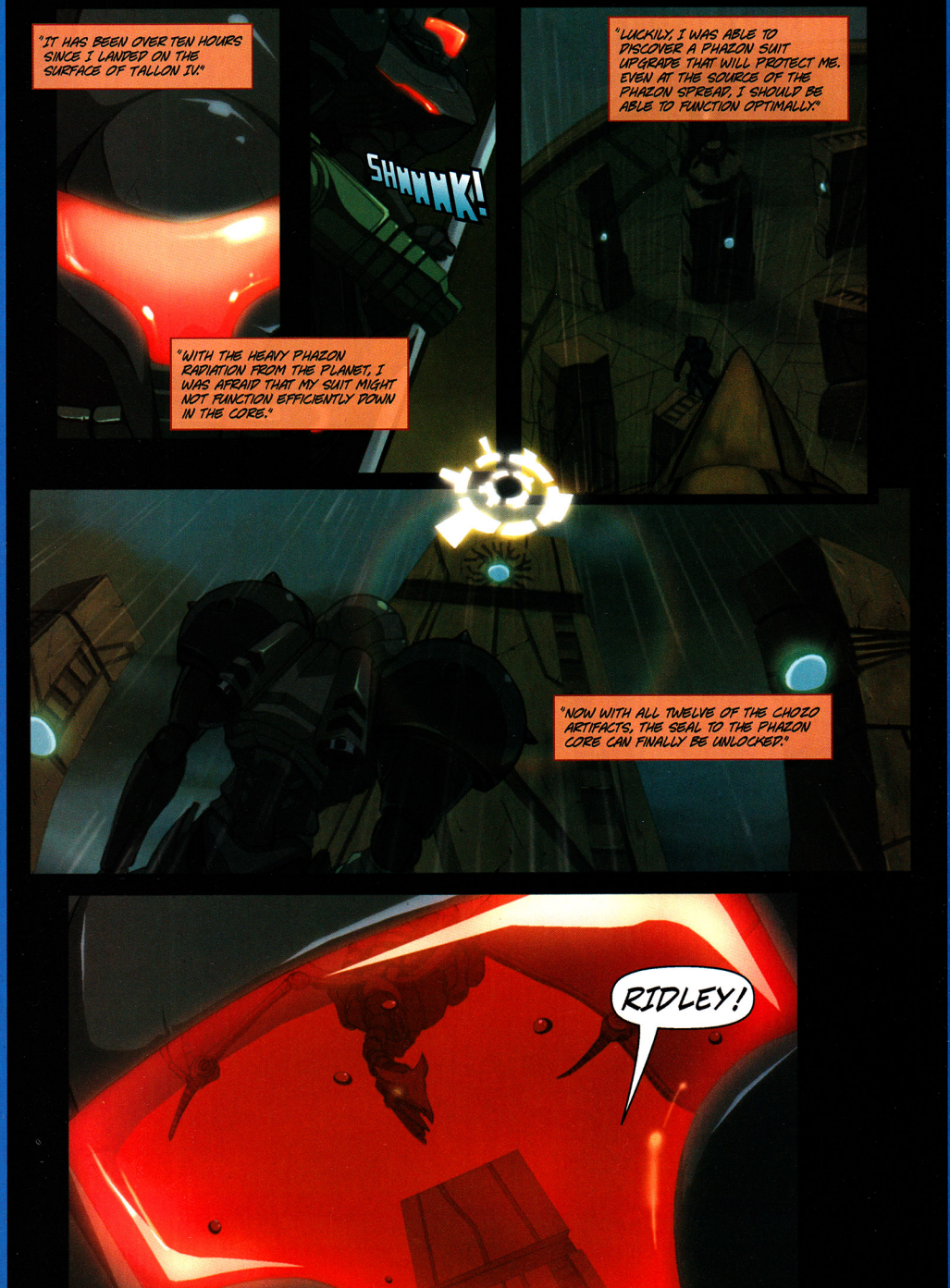

"IT HAS BEEN OVER TEN HOURS SINCE I LANDED ON THE SURFACE OF TALLON IV."
SHHHHK!
"LUCKILY, I WAS ABLE TO DISCOVER A PHAZON SUIT UPGRADE THAT WILL PROTECT ME. EVEN AT THE SOURCE OF THE PHAZON SPREAD, I SHOULD BE ABLE TO FUNCTION OPTIMALLY."
"WITH THE HEAVY PHAZON RADIATION FROM THE PLANET, I WAS AFRAID THAT MY SUIT MIGHT NOT FUNCTION EFFICIENTLY DOWN IN THE CORE."
"NOW WITH ALL TWELVE OF THE CHOZO ARTIFACTS, THE SEAL TO THE PHAZON CORE CAN FINALLY BE UNLOCKED."
RIDLEY!

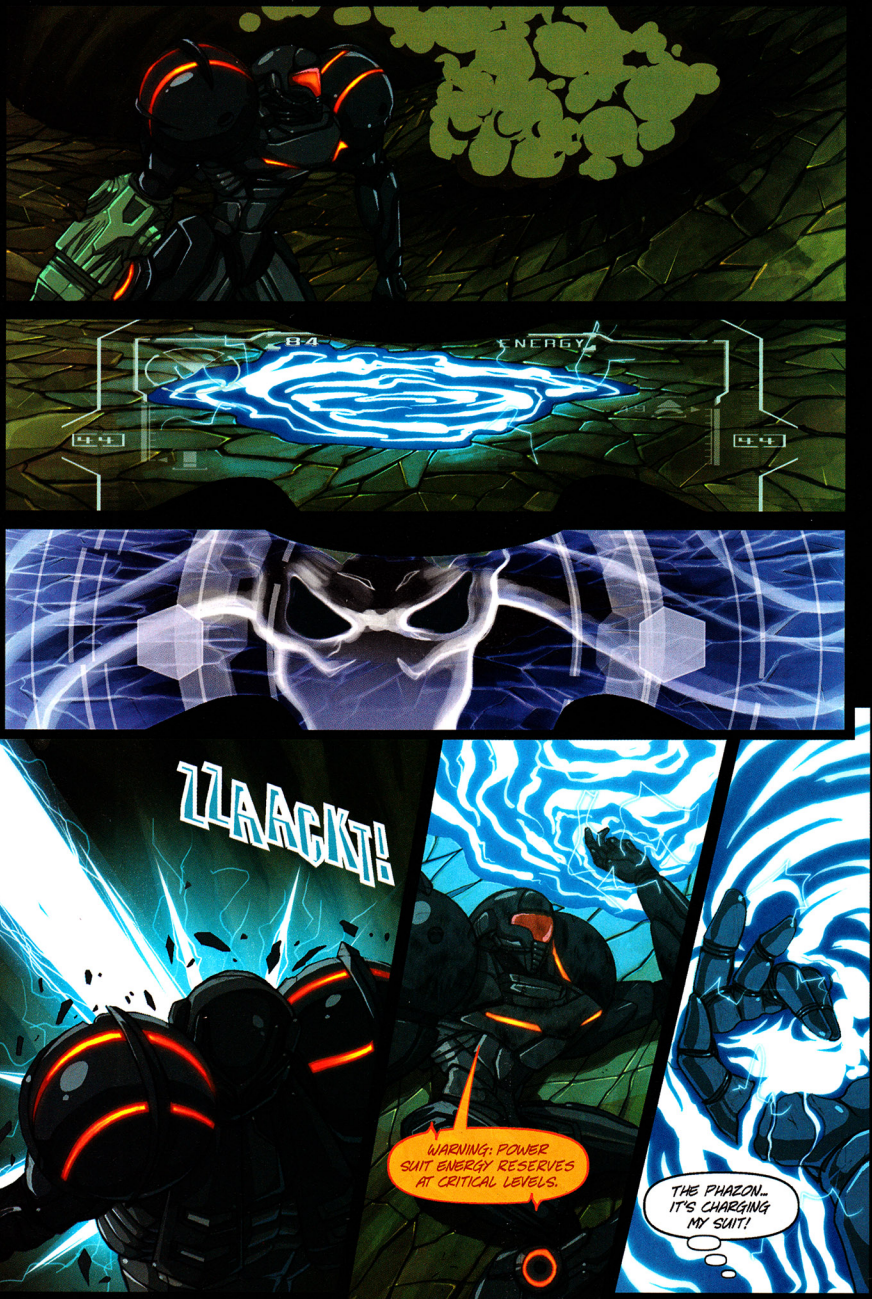
GRRUSSH!
SHOOM! SHOOM! SHOOM!
BLAM!
RRROOORR!
ROAR

TARGET: META-RIDLEY
FLAMETHROWER
CHARGED AND READY
FWOOSH!
SKREEEEEE!!!
CLUNK!
"THE PHAZON CORE."
"WHATEVER SECRETS THE SPACE PIRATES ARE HIDING LIE INSIDE."
"I MUST CONTINUE."

GRRRRR...
THNK!
CHK-VOOM!
CHK-VOOM!
VMMMMMM...
VMMMMMM...
CAWACK!

SHKOOM!
SHKOOM!
SHKOOM!
SKREECH!
CHA-
CHAK!
VWAA
TOOM!!

WHUMP
SHLLK
YYWWMMM!!
SHWAA
BOOM!!


84
ENERGY
ZZAACK!
WARNING: POWER SUIT ENERGY RESERVES AT CRITICAL LEVELS.
THE PHAZON... IT'S CHARGING MY SUIT!

Script: Kato Li
Pencils: Sigmund Torre
Colors: Gary Yeung & Alan Wang
Letters: Matt Moylan
Editor: Matt Moylan

Production Manager: Derek Choo-wing
Special thanks to Dark Horse Comics and Dreamwave.

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The Crossing Guardian

Stay up-to-date at www.animal-crossing.com March

Latest Nintendo Craze Brings Back 8-Bit Days

Remember when every kid, foal and pup wanted a Nintendo Entertainment System? Everyone had an NES plopped right in the middle of his or her feng shui arrangement. Apes couldn't get enough Donkey Kong. Eagles soared nonstop with Balloon Fight. Now NES fever is back and hotter than ever. Serious collectors have already rediscovered many NES games, but we haven't heard from anyone who's found them all—yet.

NEShead from AnyEss filled his house with games, and now he's looking for Punch-Out!!

Where in the World Is Wario Woods?

Everyone's looking for NES rarities, and one game keeps popping up where you'd least expect it. Wario Woods is as far from the woods as you can get—it's on Animal Island. If Kapp'n's boat is tied to the dock, the tuneful turtle will row you there. Start your search soon.

Survival of the Fittest and Fastest

Every year athletically minded animals stampede to the Spring Sports Fair for a full day of twisting, turning and tugging. This year the aerobic extravaganza takes place on March 21st. As usual, the fair will kick off with 9 a.m. warm-ups, so don't look for Officer Copper at his normal post. He'll be lifting his legs and digging the music at the Wishing Well as the fair's aerobic chief. Events are scheduled all day—a foot race at 11 a.m., a ball toss at 1 p.m. and a tug-o'-war at 3 p.m. Go see which animals are coming out ahead.

Officer Copper hounds competitors into an early aerobics session. Work it!

Gulliver's Travels Make Big Mementos

The salty seagull sails to the far reaches of the world, yet comes back more often than a homing pigeon. If you've never awakened the waterlogged bird that washes up on our shores each week, go ahead and rouse the fowl—don't worry about ruffling his feathers. Gulliver always has a great memento from his travels to share, and your house will soon be packed with exotica if you're his frequent friend.

Nook's Customers Go for the Gold

Though post-office clerk Phyllis ridicules those who pay off Tom Nook's home loans, there's a good reason to shell out Bells to pay off your manor. The first debt-free resident will get a golden statue erected in his or her honor—a brilliant payoff!

It's better than a platinum card—the gold statue signifies that you're king of the hill.

Tom Nook's Special Delivery #3

4UT6T6L89ZnOW3
dwU%jtL3qjLZBf

If you say the password shown above to Tom Nook, you'll receive a rare gift that might be the tallest item you'll ever nab!

Let us know what you think of it!

ARENA

ARE YOU GAME?

CHALLENGE

Do you think you can earn a high score in The Lord of the Rings: The Two Towers? We're looking for a few good Orc bashers! Play until you complete a level and receive a Mission Experience score, then use a camera to snap a pic of the screen and send it to us at the address below.

THE LORD OF THE RINGS: THE TWO TOWERS

GRANT NO QUARTER

ONE RING RANKING

We're concerned only with your Mission Experience score, not your ranking (Good, Perfect, etc). You can play in any area you choose, but we suggest a level that's long and contains lots of enemies, such as The Deeping Wall or Balin's Tomb.

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CAUTION: TWISTED CHALLENGES AHEAD

- Beat Metroid Prime without collecting an Energy Tank, Missile Expansion or Power Bomb Expansion.

– MICHAEL PENNELLA
WASHINGTON

Complete The Legend of Zelda: A Link to the Past (GBA) without using a single fairy.

– DREW BLAISDELL
WASHINGTON

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before April 4, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

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THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v166" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.166, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 4/4/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 05/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 05/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 05/1/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

EPIC CENTER

Summoner: A Goddess Reborn is a massive monster of a game! We crammed as much info into our exclusive five-page walk-through as we could, and we got only about eight hours into the game. But if anything makes us happier than a large RPG, it's news about awesome upcoming titles. Advance Wars 2? Now we're talking!

EPIC NEWS

Final Fantasy: Crystal Chronicles

No snazzy headline required for a game of this magnitude. Final Fantasy: Crystal Chronicles is on track for release in Japan within the next couple of months. Enjoy the new screens!

Huzzah for Giftpia!

OK, we'll admit it—Giftpia looks pretty weird . . . but it also looks like a ton of fun. Japanese gamers will find out soon, as the so-called "Communication RPG" should be available shortly.

All Hands on Deck for Advance Wars 2

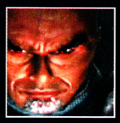
Advance Wars 2 is coming to North America this summer! The sequel to the popular GBA strategy game features new commanders, new units and tons of new maps. Epic Center will bring you lots of Advance Wars 2 information in the coming months—including overviews, screen shots and a few other surprises.

EPIC TACTICS

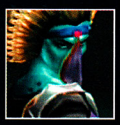
It takes a lot for a title to floor the Epic Center editors, and the 200+ missions in Summoner: A Goddess Reborn have our heads spinning. We'll walk you through the first few levels and point out several subquests along the way.

THE HEROES THREE

Maia is queen of the Halassar and a child of prophecy. She's also rather vain and enjoys reminding people of it at every turn. When she gains experience points (EP), concentrate on increasing the following skills: Halassar Combat, Summoning, Parry, Sword Weapons and Necromancy.



Taurgis is a knight who fights for Halassar against his own brother. He's a large, imposing figure that you wouldn't want to meet in a dark alley (or a bright one, for that matter). Work on improving his Axe Weapons, Galdyr Combat, Parry and Nimble Attack skills.



Sangaril is an assassin who prefers stealth and secrecy to all-out combat. She has a number of fun moves that other characters can't learn, including the devastating Backstab. Use EP to bump up her Stealth, Assassination, Sword Weapons, Bow Weapons and Poison skills.

THE WORLD OF SUMMONER

Long ago, a goddess named Laharah planted the Tree of Eleh, which gave birth to the world. After a long period of peace, the tree was destroyed and Laharah disappeared. Centuries later, a four-year-old girl named Maia was proclaimed the reincarnated spirit of Laharah and named queen of Halassar. Not everyone believes the claim, however, and Maia must fulfill the Prophecy of Halassar by becoming Laharah and restoring the Tree of Eleh. Dozens of interconnecting story lines also weave in and out of the main quest. If you get overwhelmed, you can review the information you've acquired by selecting Lore from the main menu. Now that you have a bit of background, it's time to begin your long and challenging quest.

Level 1 BOATS AFLOAT

When the game begins, Maia and Sangaril are on a storm-tossed boat that pirates are attacking. The level functions as a tutorial, so follow the on-screen instructions and get used to the control scheme. As the pirates attack, eliminate them by getting close and tapping the B Button.

Oh Captain, My Captain

After you dispatch a few pirates, you'll have to fight their captain. Triple-tap the B Button to perform a powerful combo move, then block by holding the L Button. If you run low on health, run to the other end of the ship and cast Heal. When you win the fight, you'll earn the captain's Flaming Cutlass. Never sell the cutlass, even when you get a more powerful sword—it's great for lighting things on fire.

Level 2 WHO WROTE THE BOOK OF PROPHETS?

A pirate named Neru has stolen the precious Book of the Prophets. You'll have to fight your way across a monster- and trap-filled island until you find his hideout.

You'll need Ability points (AP) to cast spells. AP regenerates over time, so don't hesitate to cast spells (especially Heal) when necessary.

Look for a stone structure near the island's center. One of the walls is a secret door. Open the door and use the levers inside to disarm the traps.

Light the Beacon

There is an unlit beacon at the very top of the island. Make your way to the beacon and strike it with the Flaming Cutlass to light it. If you do so, you'll be able to complete a side quest later on. There are dozens of side quests in the game, and many of them require you to take an action in one level then wait a few levels to see the results.

The Wyrm Has Turned

Ready for another side quest? Look for a treasure chest under a set of wooden stairs. The chest contains an item called the Wyrm's Eye. If you select the Wyrm's Eye as your active item and use it while standing in front of the Wyrm of Vigilance statue, you'll earn a big stat bonus. Side quests are optional, but they're a great way to gain valuable experience, gold and items.

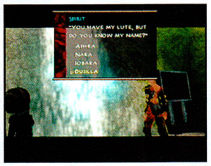
Keys Are Keen

Explore the island until you discover a stone bridge. (If you get lost, press Up on the Control Pad to bring up a map.) Fight the pirates on the bridge, then loot their remains to find a Lair Key. Use the key to open the door underneath the waterfall at the far end of the bridge, then head into Neru's hideout.

Level 3 NERU'S HIDEOUT

Here there be pirates, arr arr! Neru's crew isn't happy with his leadership, but their coup attempt fails miserably. Take out the mutinous crew, then loot the place. The Book of the Prophets isn't there, but you can learn its location by talking to people.

Lute Lore



Search the rooms until you find a Gold Case, then go back to the stone bridge by the waterfall. Stand in the middle of the bridge and use the Gold Case to summon a ghost. She will ask you two questions and give you a lute if you respond correctly. (The answers are "Dusilla" and "Tuskad III.") Sell the lute at the local merchant for big bucks.

Bones and Gems

Dead men tell no tales, but sometimes they have treasure. Walk to the lower level of the pirate lair and search the bones to find some jewels. When you find Neru's Gem, place it in the pedestal that overlooks his ship, then go talk to Neru and agree to help him. When you return to the palace, you can sell the other jewels for profit.

Level 4 BACK TO THE CASTLE

A queen's life isn't all about attacking monsters and looting caves. You also have to spend time making decisions that affect the realm and helping your people.

Decisions, Decisions

When you return to the palace, visit the library—you'll find a couple of items by searching the books. Also speak with your main advisor, Surdama Kir, and take a moment to spar with your friend Sangaril. If you want, you can also listen to people's petitions. Speak to the woman by your throne if you wish to hear petitions.

Will Work for Gold

Sometimes people will ask you for gold to fund various projects around the kingdom. Always give your people gold when you can spare it, even if the request seems like a bad idea. You'll gain EP every time you donate to a cause.

Level 5 FUN IN THE SEPULCHRE

After you've checked out the castle, it's time to track down Krobelus, whom you agreed to capture in exchange for Neru's assistance. Speak to Captain Talma to leave the castle, then head to the Imperial Sepulchre and start cracking skulls.

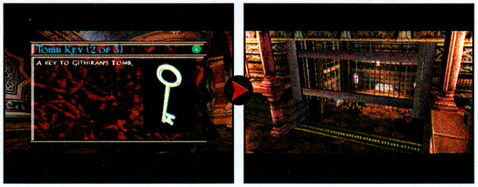
Cannon Fodder

Your first order of business is to sink enemy ships that are sailing to your position. Head for the upper levels of the sepulchre, then use Sangaril to eliminate the guards that are standing near a large cannon. After you dispatch them, fire the cannon and take out the approaching boats.

Leverage

As you proceed deeper into the sepulchre, you'll encounter an impassable wall of flames. Eliminate enemy guards until one of them drops a lever, then walk up to the balcony overlooking the flames and use the lever to activate a device that stops the flames. (You'll need to use the lever twice—once to place it in a slot and once to pull it.)

Keys to the Game



To access Krobelus's inner sanctum, you'll need to take three Tomb Keys from various guards. Find the first by taking out a guard on the beach, the second by saving the life of a guard near the back gate and the third on a body behind the portcullis. You'll have to raise the portcullis by flipping a lever on the overhead balcony.

KROBELUS

You made a devil's bargain with Neru to get back the precious Book of the Prophets, and it's time to pay up. Get ready to fight your first boss—Krobelus.

There are three spheres that generate monsters in the room. Use Maia and transform into the Blood Summon, then attack the spheres—ignore the monsters entirely. After you destroy the three spheres, turn your wrath on Krobelus. You'll want a level-three or higher Summon skill so you have enough time to smash everything.

Level 6 PALACE, SWEET PALACE

Despite your best effort, Krobelus will use black magic to escape—though your enemies will catch him later and toss him in jail. Once he turns tail, return to the castle, exchange gold for EP and listen to a few more petitions.

Judgment Day

There is a traitor in your midst, and you must decide her fate. You can sentence the cur to exile, imprisonment or death as you see fit. Many petitions affect the game much later down the line, but it's usually better to follow your heart rather than to overthink things.

Shhhh! Quiet Please!

A messenger is waiting for you in the library, and he's not happy about your delay. As soon as you speak to him, he'll pull a sword and attempt to strike you down. Since sword fights are quite noisy affairs, make the other library patrons happy and cut him down quickly. Use the triple-B-Button combo for best results.

Level 7 PASS THE BUCK

When you leave your palace for the second time, you can head either to the Prison of Indubal or to Miridan's Pass. The choice is yours, but we recommend exploring the pass first and gaining a few levels for each of your characters—the prison is a pretty tough joint.

Treemendous

There are enemies both human and animal in the pass. Your biggest worries are tree creatures that attack in groups of three. Take control of each character in your party and have them focus on one creature each—you'll prevent the trees from casting healing spells and stretching out the battle.

Creature Comfort

There is a lonely creature next to a pond in the middle of the pass. You can pet the creature, play with it, feed it nuts and move it around. Pet and play with it, then move it from the fire to the pond every so often while you explore the pass. Also give it all the nuts you find. If you are good to the critter, it will help you out in a later level.

Level 8 INTO THE PRISON

You can spend as much time as necessary in the pass, but once you think your party is ready, head for the prison. You'll have to split up and take one level each to free Krobelus. Taurgis goes first, followed by Maia and then Sangaril.

Monster Mash

Taurgis has to slog through a group of very tough monsters to reach his goal. There are two colors of monsters: red and gold. Always attack the gold ones first; otherwise they may knock you to the ground and pummel you while you're helpless. Bring along plenty of Healing Potions for poor magicless Taurgis.

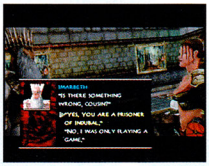
Slug It Out

The different monsters don't like each other very much, and sometimes they will attack each other. When they do, hang back and wait for them to finish the skirmish, then wade in and take out the survivors. The best strategy for fighting the beasts is to double-tap the B Button then quickly run in a circle and repeat the process.

Maia Has a Go

Maia battles more traditional enemies, but her battles are just as tough as the others. Be sure to save your game often.

King for a Day, Fool for a Lifetime



When you enter Maia's level, you'll meet a crazy man who claims to be a king. Listen to his story, then tell him that you were only joking when he asks if you believe his story. He will give you a couple of treasures in exchange for your kind words.

Magic in the Air

Maia will need to use a lot of magic—especially the Heal Spell and Protect Scroll—to survive. Your enemies will cast Protect, which makes it difficult to damage them. When you see a group of guards, take out the mages first, then work on the rest. (Mages are the ones carrying long staffs with big circular patterns on one end.)

Your Crowning Achievement

There are many jail cells in the hallway, and most of them hold madmen. One cell, however, houses a madwoman who owns the Crown of Isaris. If you talk to her long enough, she will drop the crown on the floor. Take it and hang onto it—you can use it later.

Prison Diaries

Once you get the Cell Key from the guards, you'll be able to open two jail cells. One contains an old-timer who will give you his prison writings, the other holds a man who's itching for a fight. Take the writings and eliminate the bully—you'll receive Ptas's Sword for your trouble.

Sneaky Sangaril

Sangaril's mission is short, but it can get pretty hairy if you let it. She needs to sneak past a number of guards to reach a switch that will free your much-sought-after prisoner. If you have learned Sneak and Hide, it will be easy.

If you learned Lockpick, you can open the door in the middle of the plaza. Sangaril will get bonus EP for not being seen and for eliminating guards on both the first and second floors.

Level 9 FIGHT THE KING'S HEROES

After you free Krobelus, guards will appear and take you to the king. Maia must then prove her worth in a series of challenges.

Hero of Nothing

The first challenge pits Maia against four of the king's toughest heroes. Cast Protect on yourself, then transform into the Blood Summon and take out the fighters. After you eliminate them, you will see the second challenge in the form of a cinema scene. You'll also learn the Sand Summon.

KING AZRAMAN II

He's big, he's bad and he's Taurgis's brother. The king has a bone to pick with Maia, but he's more interested in taking out his sibling.

The king wields a broadaxe that you cannot block. As soon as he starts to glow, get out of the way and wait for him to stop swinging. After a bit, the king will get tired, and that's when you can strike. When the king charges across the room, use magic scroll spells to strike him from a distance whenever his pink shield drops.

Level 10 MAIA IN THE BIG CITY

You'll have a couple of options once you defeat the king. You can return to your palace, fight some more in the pass or head to bustling Munari City. We'll take you to the city, but there are dozens of side quests there and you'll need to find some of them on your own.

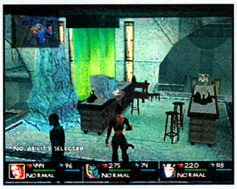
Mightier Than the Sword

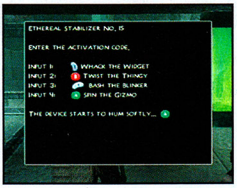
Once you've defeated King Azraman II youll be able to take Krobelus along as a party member. Place him in the party and talk to a man named Vellis near the docks. If Krobelus is in your party when you talk, Vellis will give you his sword.

Bookworms

Look for an open-air market where merchants are hocking organs. (No, not the pianos . . . the innards. Ugh.) A small man near the end of the stalls sells books. Talk to him and give him the journals you found in the prison to receive EP.

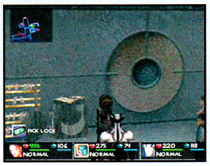
Lab Rats





Take the pod to the other side of the city and look for a laboratory. When you activate the experiments, you'll receive large stat bonuses. Input the following codes: Ethereal Stabilizer—X, B, Y, A; Wave Study—B, B, X, A; Ethereal Condenser—A, X, A, Y; Moto Perpetua—Y, A, B, Y; Ethereal Buoyancy—Y, B, X, B.

Safe Men



When you enter Mas Zalur's house, look for a safe. If Sangaril is with your party and she's learned Lockpick, have her break into the safe to receive a Laboratory Key and a canister. Use the canister in a lightning-circle trap to power it up. (You won't be able to do so until later in the game.)

Monkeying Around

An unlucky merchant has lost his shipment of four Ghost Monkeys—invisible simians that like to cause mischief. Agree to help, then take the Monkey Traps he offers you. While you explore the city, keep an ear open for monkey screeches. When you hear one, deploy the trap to catch the animal.

Ill-Gotten Gains

Examine the boxes at the shipping docks to find some that are from a prison and lack proper identification. When you reach the area of town that contains casinos, talk to a dude named Hanebi and confront him about the boxes. He will pay you 2,400 Gold to overlook his indiscretion.

Meet the Mistress

While you're in the gambling district, look for a woman named Mas Ora. She's in charge of the city and also runs a large fighting arena. One of her gladiators would be a powerful addition to your party, but before you'll be able to speak to him you must prove your worth by fighting in the arena.

Are You Not Entertained?!

The gladiators look tough, but they're pushovers. When you reach the final area, you'll have to defeat a number of soldiers led by a blue-skinned archer. Transform into the Summon of your choice and take them out. It's easiest if you eliminate the archer first then concentrate on his lackeys.

Talk to Morbazan

Mas Ora's mighty gladiator is named Morbazan. He'll agree to join your party if you bring him a special machine. Go back to the beginning of the city (near your ship) and speak with Mas Raldo. He'll give you a gem that opens the nearby green Iris Door. Go through the door and into the new area—the Adytum of the Unseen.

Level 11 ADYTUM OF THE UNSEEN

When you enter the adytum, Neru the pirate will join your party. Tough enemies fill the area, so if you're having trouble you may want to come back after you gain a few levels.

Gems Are Outrageous

When you reach a fork, turn left and clear out both rooms. You'll find enemies, treasure, a Green Gem and a Red Gem. Head back the way you came and walk down the hall until you find a new door. Use the door and explore the room until you find a Rough Crystal. Put the crystal in the nearby machine to form a Blue Gem.

Golem, Golem

Go back to the hallway and walk to the far end to find a room that contains four control panels. Place the three gems in the like-colored slots to control a nearby golem. Have the golem hit a switch to drop a gate, then switch back to the party, walk through the gate and pick up a Purple Gem and a crossbow.

Circle of Life

Go back to the hallway once more and look for an area called the Circle of Light. Insert the Purple Gem in the control panel to activate the circle, then step into it to be transported to a new area.

The Quest Continues

You've come a long way, but there is plenty more to see and do. You're not even half way through the available quests and missions, but you have a good head start.

The maniacal marsupial returns to GBA in another outlandish adventure.

CRASH BANDICOOT 2 N-TRANCED

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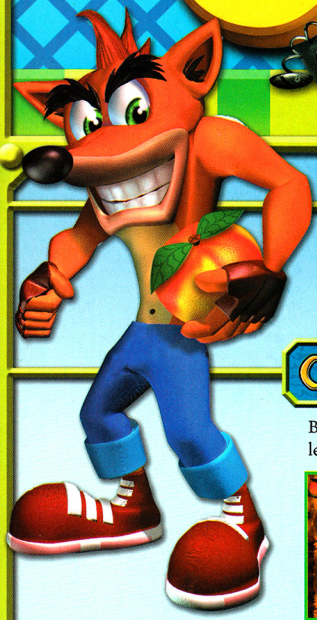
EVERYONE — Mild Violence



HE'S BACK AND BETTER

Last winter the famous bandicoot made an impressive debut on GBA, starring in one of the best games of the year. Universal Interactive and Vicarious Visions have revived the winning formula and enhanced it, adding 10 more levels, three new crates and several extra maneuvers.

CRASH'S NEW TOYS

Bust crates to access new features. The Heli-Pack and the magic carpet will help you traverse the levels, and the freeze crate will allow you to solidify all enemies on the screen for a moment.

SHOWING OFF HIS SKILLS

Crash has clearly been working out in the off-season—his talents have grown tenfold. In this year's escapade, he'll do everything from water-ski to fly through space. On top of that, he can earn two new moves: Super Slide and Rocket Jump.

Zip Lines

Cruise across levels while collecting lots of goodies by flying down the newly installed zip lines.

Surfboard

Put on your bathing suit and ride across the choppy waves, but watch out for hungry sharks.

Atlas Sphere

It takes patience to control an Atlas Sphere, as you'll soon learn. Don't go too fast around those corners!

Ropes

Crash can climb with the best of them, but he'll start to lose his grip if he hangs on for too long.

Rocket Tug

Don't ask what a bandicoot is doing with a space suit—just prepare for a wild ride outside the galaxy.

CRASH CLASH

New multiplayer modes allow two players to battle or race against each another. You'll need two Crash Bandicoot 2: N-Tranced Game Paks, along with two Game Boy Advance systems and a Game Boy Advance Game Link Cable.

Atlas Sphere

Atlas Sphere games put each player's character into a large ball and challenge the players to face off in a variety of rolling competitions—similar in game play style to some Monkey Ball minigames. You'll find three Atlas Sphere games to play on your choice of four maps. Crash, Coco and Crunch are available from the start, and you unlock more characters.

Domination

The Domination game is a race to collect flags scattered across the map. An arrow points to the next flag. As soon as a player collects it, another one pops up.

King of the Hill

King of the Hill is a mad scramble for a crown. The object is to hold onto the crown as a timer counts down. You can steal the crown by crashing into your competitor.

Bumpers

In the simplest Atlas Sphere game, the characters try to run each other off the edge of the map or into Nitro Crates. You'll earn a point when your competitor spills.

Map Moves

Every map has a unique configuration of edges, narrow paths, quarterpipes and Nitro Crates. Try each game on different maps to create new challenges.

Link Race

A pair of players run through the game's side-scrolling levels simultaneously in Link Race mode. The first player to reach the warp at the end of the level wins. A bar at the bottom of the screen shows where the racers are in relation to each other and to the finish line. As you unlock levels and characters in the single-player game, you'll make them available for Link Races.

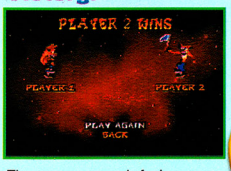
Island Intro

If neither player has saved a single-player game, the only Link Race level available will be the Island Intro. Since there are few obstacles, it's a sprint to the end.

Prints of Persia

The Prints of Persia level and other advanced environments offer more obstacles and pits, in addition to a wide variety of enemies.

Victory!



There are no rewards for bonuses or items in the Link Race. The only thing that counts is reaching the end of the level before your opponent does. Run, jump and spin!

A LINK TO THE PAST

Crash Bandicoot 2: N-Tranced connects with Crash Bandicoot: The Huge Adventure. If you've defeated Dingodile, Tiny or N. Gin in Crash's first GBA game, you can connect the games via a Game Boy Advance Game Link Cable to download the defeated character(s) to use in multiplayer action.

Bring Huge Adventure Characters to Crash 2

Connect two GBAs with a Game Boy Advance Game Link Cable—one with N-Tranced and the other with The Huge Adventure. Then choose the Load Link Game option in both games to download your unlocked characters' data.

FREEDOM TO EXPLORE

The linear structure of Crash's previous adventure has been replaced by a branching, 3-D layout that allows you to go to the location of your choice. You have only two levels to choose from at the start of the game, but you can backtrack at any time.

Prints of Persia

The home of the flying carpet is a great place for you to get accustomed to Crash's maneuvers without running into any major risks. In addition, there is a gem under one of the buildings and a few extra lives to collect.

Monkey Business

Swing across the bars to reach far-off platforms. Spin while hanging from the bars to break crates and fend off enemies. Drop from the bars by pressing A.

Double-Jump to a Gem

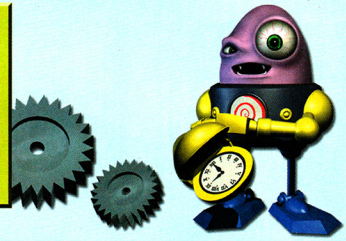
Slide under the ledge to collect the fruit, then crawl until you reach an open area. Tap the A Button twice to grab the gem.

Carpet Ride

Use the flying carpets to reach hovering crates. Watch out for genies on magic carpets of their own, and scare them off with your spin maneuver.

2 Bonus Area

Hop on the circular platform marked with a question mark to transport to a secret section that is packed with extra fruit and crates. Collect all the items in the area, making sure that you slide under each ledge.



Lagoon Tunes

Some levels feature chase sequences in which the hero must stay ahead of oncoming enemies. In Lagoon Tunes, Crash jumps on his surfboard and battles the waves while weaving through seaweed, leaping off ramps and avoiding a mammoth shark.

Weed Weavin'

Seaweed will slow you down considerably, ultimately turning you into shark bait.

High Flyin'

Soar off the ramps to reach crates above. You can also hop by pressing A.

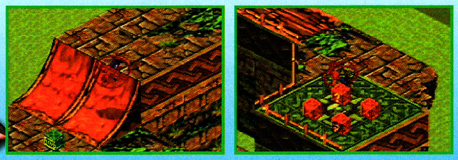
Shark Attack

When the Jaws-reminiscent music begins to play, move from side to side to avoid the attack.

Globe Trottin'

One of the most challenging and enjoyable contraptions Crash will attempt to control is the Atlas Sphere—a spherical cage that can reach insanely high speeds.

Proceed with Caution



Be sure to use the brakes, or you'll tumble off the course. Speed up with the B Button when you need to roll over half-pipes, but don't be a lead-foot—more often than not, you'll need to move cautiously.

Pharaoh's Funhouse

The first world ends with two platform levels, but they aren't the typical variety. Pharaoh's Funhouse will have you ducking and dodging through a booby-trap-infested temple. Use the body slam maneuver to break solid crates.

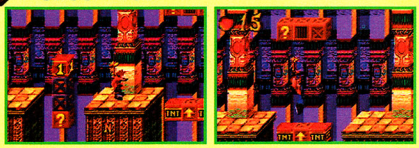
Danger Lurks

Watch for enemies leaping out of canyons and emerging from tombs. Don't move too quickly through the level, or you'll wind up losing lives.

Open Sesame

Throughout the temple, panels on the floor act as switches. Use them to raise walls or move platforms. Be careful when walking across slippery, oily areas.

Bonus Area

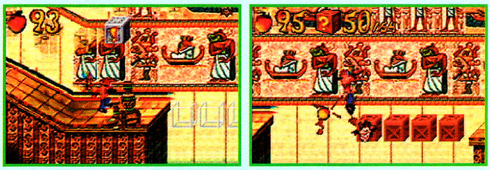


The bonus room is stuffed with 18 crates, some of which are difficult to reach. Watch out for TNT crates. You won't lose any lives in the bonus area, so return as often as you wish.

Drop a Level to Collect a Gem

Another gem is on the lower level, below the two floating platforms. Follow the fruit down and avoid the Nitro Crates to obtain the gem.

Presto Change-o!

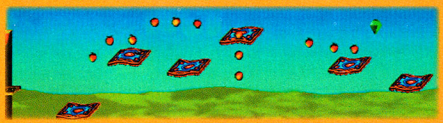


The jump at the end of the level is impossible, even for an acrobat like Crash. Hit the switch above to reveal a row of crates that allow you to bounce to the other side.

Runaway Rug

Time for a few more magic-carpet rides. Use the floating rugs to reach the highest areas of the town, but survey the ground level as well. Crates are scattered everywhere, and it'll take a good deal of exploring to recover them.

Up, Up and Away



The first time you reach the top of the building, leap onto a carpet and keep jumping upward from rug to rug until you obtain the gem. Drop down and backtrack on the lower levels.

Bonus Area

Try to break all crates and acquire two extra lives before leaving the bonus area.

Rug Ride

When riding the carpet, watch out for lava and Nitro Crates. Focus on breaking crates, not on shooting enemies.

Evil Crunch

Crunch has fallen under a nasty spell, and you must set him free. Stay at the bottom of the screen, where Crunch's bullets can't hit you. Shoot any Nitro Crates in your path on the bottom row. After Crunch runs into a row of Nitro Crates on the row above, shoot him while he's stunned. Repeat the pattern three times to finish him off.

A WHOLE NEW WORLD

Walk across the map and into the second world, where Crash will encounter more-challenging levels. Crunch will join in the fun, getting a chance to try the Atlas Sphere, and Crash's sister, Coco, will snap out of her trance.

Tiki Torture

Laced with Nitro Crates and rivers of lava, Tiki Torture is not an enjoyable place to be. But quick thinking combined with Crash's aerial skills will get you through safely. Use the double jump to reach high boxes and avoid lava bursts.

Snag Aku Aku

While crossing the lava on the floating platform, break the Aku Aku box—you might need its protection later in the level.

Stay Low

The secret area is below the rainbow of fruit that stretches across the canyon. Drop down and ride the platform over the lava, ducking beneath the row of Nitro Crates. You will have to slide or crawl under another row, but if you collected Aku Aku earlier, you can afford to get hit once. Grab the gem and flip the switch before heading back.

Bonus Area

The bonus area is relatively simple. Break all 13 easy-to-reach crates and return to the main level.

Balls of Fire

Toward the end of the level, perform a couple of well-timed jumps to avoid the lava bursts and land back on the moving platform.

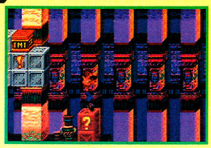
Hoppin' Coffins

Crash is back in an ancient temple, but the enemies are more resilient and the obstacles more treacherous. You can no longer smash crates at will. Stop and think before every move, because some crates lead to areas that you can't reach without them.

More Switches

Once again, Crash must activate walls and platforms by stepping on floor panels.

Bonus Area



Flip the switch to reveal a row of crates across the wide gap. The course is challenging—you may need to return several times.

Slippin' and Slidin'

Heavy crates will slide toward you. Jump out of the way to avoid being pushed off the ledge.

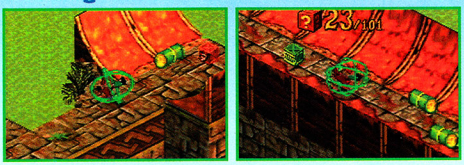
Don't Break That Crate

The secret area is on a level that you can reach only by hopping onto the crate marked with a question mark. If you destroy the crate before exploring the area, you'll have to play the level again to obtain the gem. Be sure to backtrack below to get the purple crystal.

Barrell Roll

It's Crunch's turn to get in on the action. Use the Atlas Sphere to navigate the treacherous course, smashing all crates while avoiding the deadly Nitro Crates and barrels.

Shifting Gears

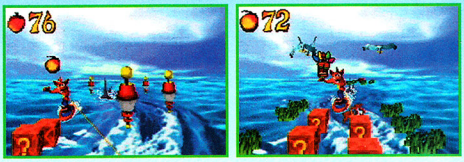


Use the B Button to speed past obstacles and escape crowded, narrow pathways. Move methodically across other areas of the course, using the brake to weave through scattered Nitro Crates without falling of the edge.

Flock of Seagulls

Get back in the water for another wet, wild ride. This time, you must contend with pesky seagulls, buoys and some familiar obstacles such as seaweed and hungry sharks.

One Step Ahead of Danger



Weave between buoys while busting crates. When faced with two rows of crates, ride down the middle to break them all. Leap off ramps to bust crates, but watch for birds overhead. Beware of frequent shark attacks.

Magma Mania

Crash is one step away from saving his sister, but he must traverse Magma Mania's risky grounds, riding over lava rivers and flying through hazardous caverns. You'll get a chance to experience two new features: zip lines and the Heli-Pack.

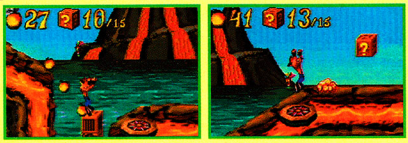
Getting Zippy

Soar over the bubbling lava by riding the zip line, collecting fruit and busting crates on the way down.

One-Way Street

The blue gem is at the end of a lengthy tunnel. Use the super-slide or crawl slowly to pass the long rows of Nitro Crates. Watch for a fire-breathing enemy in the middle of the tunnel. Once you cross the lava and collect the gem, go back then jump up onto the path above to find the bonus platform.

Bonus Area



You can reach the floating bonus platform via the path above the blue gem. There are 15 easily attainable crates in the area.

Heli-Pack

Break the crate to acquire the Heli-Pack and float through the lava-filled cave. You'll also use the Heli-Pack to save Coco.

Evil Coco

Stay on one side of the screen, waiting for the bombs and laser beams to stop. Then attack Coco's ship after the force field disappears.

CRASH COURSE

The next world takes Crash into the depths of outer space, where he'll put on his space suit and cling to a rocket in an attempt to collect another power crystal. Crunch and Coco will play bigger roles in upcoming levels. One of the great aspects of Crash Bandicoot: N-Tranced is its easy-to-learn style. Gamers will be climbing ropes, surfing waves and riding Atlas Spheres in no time. It's an ideal title for a GBA library.

SONIC ADVANCE 2™

Dr. Robotnik is up to his nasty tricks again in Sonic's new adventure on GBA from THQ and Sega. He's kidnapped Sonic's friends and paved a trail full of challenges for the gang. Are you ready to defeat your nemesis?

Sonic the Hedgehog

The famous blue speed demon is your best bet for fast moves and quick responses—he'll blaze a fast path through most territory.

Knuckles

Tough and ready to climb, he'll get you through sticky spots that seem inescapable.

Tails

Strong flying skills make Tails a perfect choice for areas where you need a quick lift.

Cream the Rabbit

Her floppy ears help her fly around obstacles, and her little blue Chao poses a mighty threat to all enemies!

EVERYONE E CONTENT RATED BY ESRB

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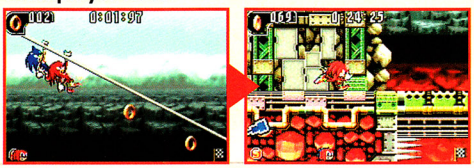
CONNECTIVITY

You can heighten your adventure, experience real racing excitement and increase your challenge by connecting your GBA with your friends' GBA systems. If you have a Nintendo GameCube and the Sonic Adventure 2: Battle Game Disc, you can link with your Game Boy Advance to create a tiny Chao garden and raise your Chao!

Multiplayer Race



Here is where the fun really starts! Link as many as four Game Paks and enter into a race against your friends. Heart-pounding action will keep you on your toes. Beat everyone else to score the best time or highest score.

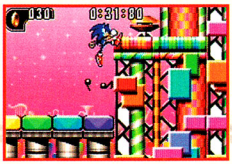
Cultivate a Chao Garden

Got a Nintendo GameCube and the Sonic Adventure 2: Battle Game Disc? Connect your GBA to your GCN to create a little Chao garden. You'll be able to play a variety of minigames that you can't access any other way.

SINGLE-PLAYER OPTIONS

Sonic Advance 2 offers hours of fun. The game contains seven levels, each with two acts. As you move through the levels, you'll unlock new characters. You can return to each level as many times as you want once you've completed it the first time. Go back with each character and move through the levels again to see what else you can find.

Time Attack



Race against the clock and beat your own high scores or pass around your Game Boy Advance and challenge your friends. Only levels that you've already finished will be available in Time Attack mode.

Sonic's Adventure

Adventure mode is the real meat of the game. Take your time in each level, fighting off enemies, learning new skills and collecting rings. Once you've finished a level and beaten the boss, you can go back through the level again and again. Play with different characters for some extra fun.

SPECIAL RINGS, EMERALDS AND ITEMS

Looking for even more fun in the already action-packed game? Search for special items, rings and emeralds hidden throughout the game. Barrels block your way in many places. Hop on them to gain extra rings, power-ups and occasionally an extra life! Hidden ramps and passageways also lurk in every level.

Collect Special Rings

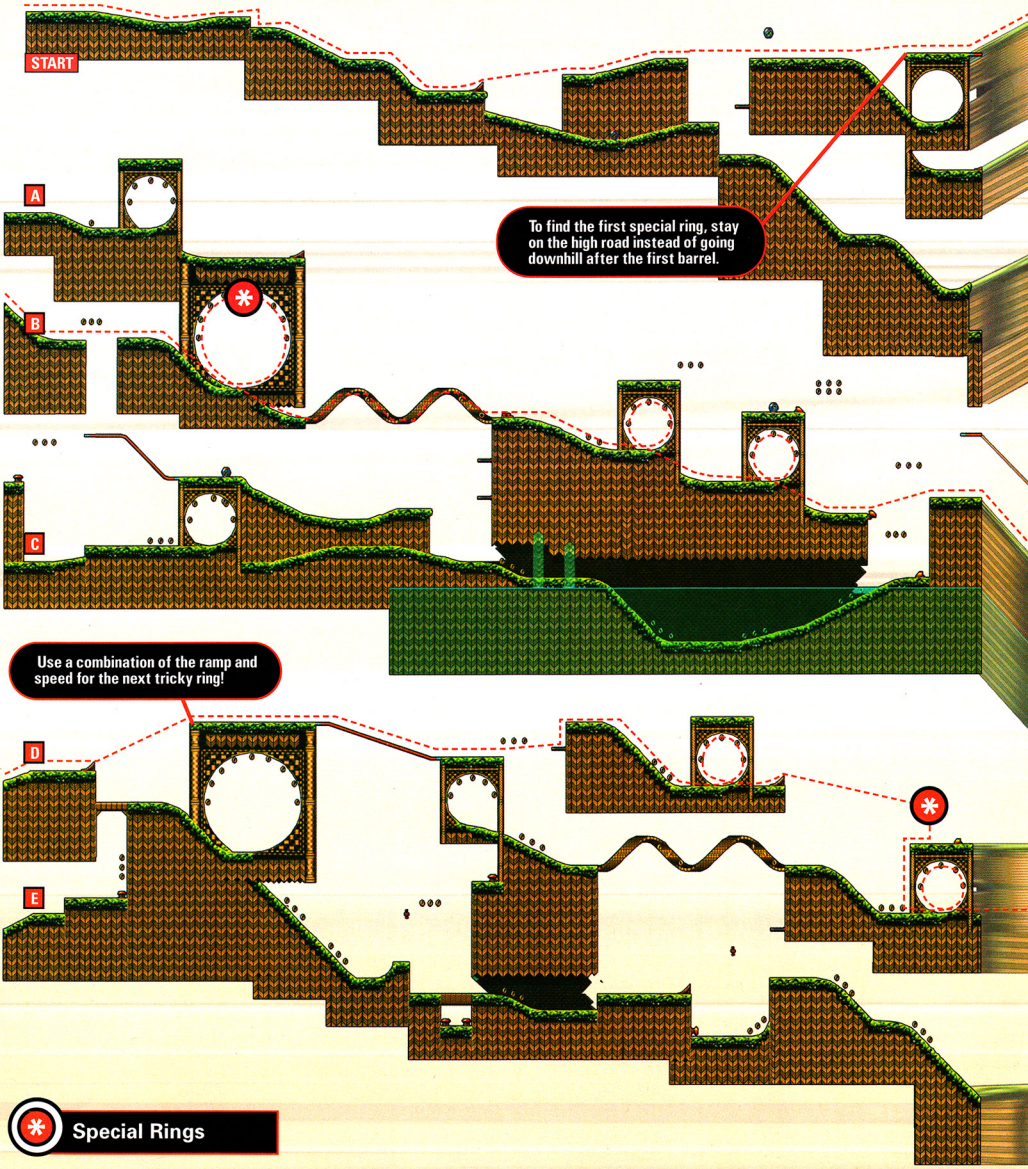
Each level contains seven hidden special rings. The trick is not just to collect them, but to keep them! If you lose your life at any point during an act, you'll have to go back through and find all the rings again. Find all the rings in one level to unlock a secret area.

Unlock Secret Areas for Emeralds

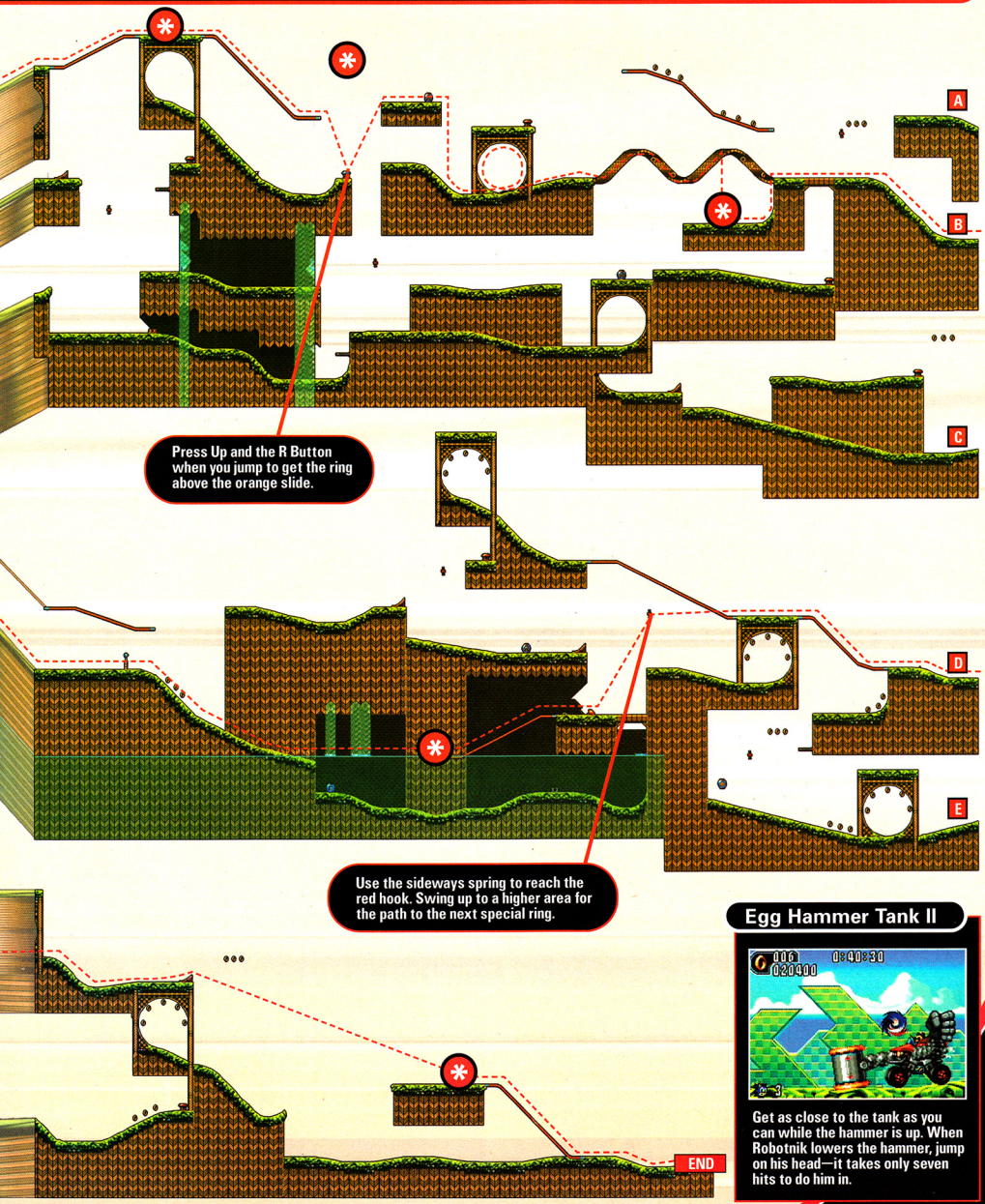
Looking for Amy, Sonic's hedgehog girlfriend? Go through those secret areas that you unlocked by finding special rings. Each area contains a Chaos Emerald. Beat the game with each character finding seven emeralds to make Amy appear!

LEAF FOREST ACT 1

Sure, you can speed through Leaf Forest and score an excellent time, but it is one level that you can afford to explore in-depth. Try holding down the R Button while pressing the Control Pad—you'll get a handy little boost to hard-to-reach areas. After you complete the entire level and defeat the boss, you'll be able to use Cream the Rabbit!



Special Rings



Egg Hammer Tank II

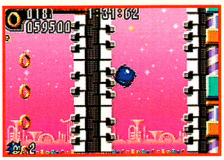
Get as close to the tank as you can while the hammer is up. When Robotnik lowers the hammer, jump on his head—it takes only seven hits to do him in.

HOT CRATER ZONE 1

Got a burning desire to learn how to use chain hooks and hoops to boost your jumping abilities? Hot Crater will give you the skills you need. Take advantage of the hard-shelled blue enemies by bouncing on them to gain extra height.

MUSIC PLANT ZONE 2

Musical instruments come to your rescue in the colorful and bouncy Music Plant level. The rubbery piano keys and shiny cymbals will add some lift to your jumping, and the flute holes will send you soaring—whether you like it or not!

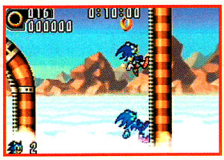
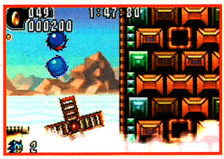


ICE PARADISE ZONE 3

Timing is everything on Ice Paradise. Master the red hooks to blaze through with no problem. Some of the silver slides require you to take a leap at the end—if you miss the jump, you'll have to start over.

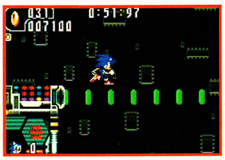
SKY CANYON ZONE 4

Sky Canyon may be your biggest challenge yet. Stay near the top at all times, especially in the beginning of Act I. It's easy to lose your footing and slip into the clouds on this level, so proceed with caution.

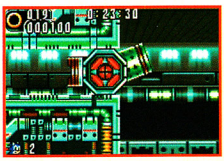
TECHNO BASE ZONE 5

Techno Base is yet another challenging level. Its disappearing walkways and platforms will try to stop you at every turn. You'll have to cross these troublesome spots quickly, or you'll fall to your doom!



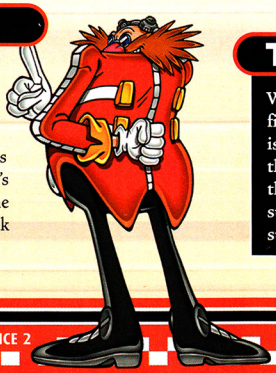
EGG UTOPIA ZONE 6

Enter Dr. Robotnik's lair! If you can make it through Egg Utopia, you're doing great. You'll encounter a lot of the same frustrating obstacles that you did in the previous levels, plus you'll spend much of your time upside-down.



BOSS RUSH

The final stage may look intimidating, but don't start sweating bullets yet. When each of the previous seven bosses return to take you on, they won't be as difficult. Finish off Robotnik's robot by keeping a keen eye on the platforms and aiming for his weak spot—his head.



THE END?

Whew! All that trouble you went through to beat the final boss paid off. Congratulations! Think you're finished? Not so fast—take some time to go back through the fast-paced game and try to beat the game with all of the characters, finding all seven emeralds to unlock a supersecret hidden level. Sonic Advance 2 is chock full of surprises. Are you up for the challenge?

BEFORE WARCRAFT®

THREE HAIRY NORSEMEN SET THE STAGE FOR A TRADITION OF GREAT GAMING.

THE LOST VIKINGS™

THE BLIZZARD CLASSIC RETURNS.
NOW ON GAME BOY® ADVANCE.

EVERYONE
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CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

BLIZZARD ENTERTAINMENT CLASSIC ARCADE

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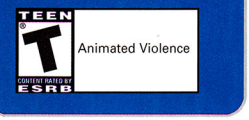
LOOK WHAT'S MAKING A SPLASH THIS MONTH!

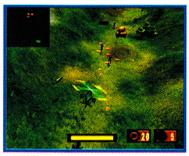
TITLE WAVE

ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"
BLACK AND BRUISED
DRAGON'S LAIR 3D: RETURN TO THE LAIR
LEGENDS OF WRESTLING II
DAVE MIRRA FREESTYLE BMX 3
FIFA SOCCER 2003
GT ADVANCE 3: PRO CONCEPT RACING
THE LOST VIKINGS
MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL



ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"

As an elite helicopter pilot in the Green Army's Alpha Wolf squadron, you must defend your forces from the Tan Army and their infamous ace, Baron Von Beige, in 3DO's Army Men Air Combat: "The Elite Missions" for Nintendo GameCube. You're not alone, though—a copilot armed with a unique secondary weapon will accompany you on every mission.



Engage the Tan Army with an assortment of pilots and helicopters. You'll start out with only a single pilot and chopper, but your options will grow after you find parts and rescue other pilots.

As you successfully complete missions, the Tan Army will intensify its efforts to stop you. In addition to tanks and ground troops, you'll face enemy choppers and even zeppelins!

The game is the most fun when you have a second player. You can tackle the campaign together in Cooperative mode or shoot each other down in a number of Head-to-Head modes, including Bug Hunt, Food Fight, Flag-Nab-It and Aerial Assault.

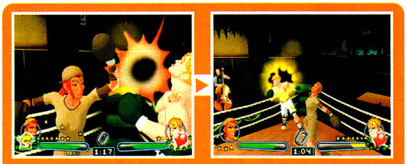
POWER PLAY

The most effective way to clear the landscape of Tan forces is to use the winch to drop household items on them. You can pick up almost anything you see (except other units)—the larger the object, the more destruction it can cause. Also use the winch to nab power-ups.

BLACK AND BRUISED

Majesco's Black and Bruised for the Nintendo GameCube is not your typical boxing title. The game's cartoonish look compliments a roster of 14 wacky fighters (plus five unlockable ones), each with a unique voice, back story and fighting style. The locations where you'll duke it out include an Irish pub, a junkyard and even a castle. The action is fast-paced and surprisingly deep.

To become a highly skilled pugilist, you'll have to spend some time in Training mode beating up on the dummy. Hit the ring afterward and do some serious damage to your opponents with the combos you've learned.



POWER PLAY

The key to survival is to beat your opponent to the power-ups and use them effectively. Each type of power-up has three progressively stronger levels, so hold off on activating them for as long as possible.

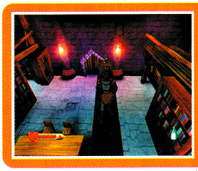
Once you've dazed your opponent, throw a few quick jabs to score some stars before you go for the knockout blow. If he gets up, you'll be better-prepared to knock him back down.

Bruise your opponents in a variety of play modes, including Tournament, Boxer's Life and Survival. You can even invite a friend over for some two-player fisticuffs.

Some matches in Boxer's Life mode offer extra challenges such as winning by decision without knocking down your opponent even once.

DRAGON'S LAIR 3D: RETURN TO THE LAIR

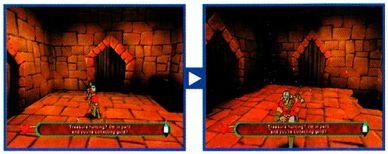
An update of the classic laser disc arcade game (circa 1983), Encore's Dragon's Lair 3D for GCN stars Dirk the Daring, a bumbling yet valiant hero on a quest to save the beautiful Princess Daphne. In addition to Dirk's new adventure, the Game Disc features a number of interesting documentaries that give you a glimpse at the history of Dragon's Lair, including an interview with legendary animator Don Bluth (*The Secret of NIMH, Titan A.E.*).



POWER PLAY

Keep your eyes peeled for treasure hidden throughout the castle. You'll need to search high and low to find all the chalices and gold. Some items may seem impossible to reach, but where there's a will there's a way.

Dirk's first encounter is with a four-eyed serpentine creature that guards the castle gate. Slash at the monster with your sword and dodge when it attacks.



Many of the challenges you'll face require speed, agility and a little bit of trial and error rather than swordplay. Grab the gold in the corner of the room, but be quick about it—the floor is collapsing, and you must get through the door to your right before Dirk falls to his doom.

To get past the furnace, run toward the stream of fire by holding down the L Button, then hold the R Button, too, to roll underneath the flames.

The dark wizard Mordroc has many terrifying minions at his command. If you think the Bat King is bad, wait until you meet Dirk's arch-nemesis, Singe the dragon.

Blood
Violence

LEGENDS OF WRESTLING II

For Legends of Wrestling II on GCN, Acclaim has assembled some of the greatest wrestlers ever to step into a ring. The game features most of the brawlers from the first game, plus a number of new names—Andre the Giant, Rowdy Roddy Piper, Hacksaw Jim Duggan and current WWE superstars Eddie Guerrero and Scott Steiner. Choose your favorite wrestler and lead him through Career mode to win the World Belt.

POWER PLAY

Get together with up to three of your closest friends and lay the smack down in one of the multi-player modes: Vs. Match, 3- or 4-Way Dance, Battle Royal, Cage Match, Ladder Match or Tag Team Match.

Play as all of your old favorites in a wide variety of international arenas, ranging from Tokyo, Japan, to Montreal, Canada. There are plenty of U.S. arenas as well.

Set up a Singles or Tag Team tournament with four, eight or 16 competitors. Players can control up to four wrestlers or teams (which means as many as eight people can participate in a Tag Team tournament). In addition, the computer can simulate all or part of a tournament. Win the Tag Belt tournament to capture the Tag Team Championship Belts.

There are tons of unlockable characters, including Big John Studd, Bruno Sammartino, the British Bulldog, Owen Hart and Andy Kaufman.

Create your own legend with a vast array of customization options. You can adjust the character's look, move set, entrance music and even whether he belongs to a stable.

DAVE MIRRA FREESTYLE BMX 3

Acclaim's Dave Mirra Freestlye BMX 3 for Game Boy Advance offers four play modes, nine levels and more than 1,000 tricks! The game's extreme sound track includes songs from Saliva, Green Day, Ten Foot Pole and New Found Glory. Land tricks successfully to fill the Rush meter in the upper left-hand corner, then pull off your rider's signature trick to earn mad points.

POWER PLAY

To score big points you have to grab big air. Press the R Button off a jump, and use the Control Pad to perform a Big Air trick. Some tricks only require you to press a single direction, but others require you to quickly press in three directions.

If you're new to extreme sports games, perform some of the simpler Quick Tricks while you get accustomed to the controls. While in the air, press a direction on the Control Pad and the A Button.

Once you're confident in your skills, try linking tricks with rail grinds, wall rides and manuals. You can also link Big Air and Quick Tricks with flips and rotations to rack up massive scores.

In Proquest mode, you'll have to complete challenges to unlock new levels. Start out on the Amateur circuit and work your way up to the Pro and Hardcore circuits.

After you've earned some money, you can trade in your old bike and purchase a new one. Different bikes boost different stats. Choose the one that best matches your style.

Ever wanted to be a pro BMX biker but were afraid of breaking every bone in your body? Mirra's Create-a-Rider mode lets you live that dream without any danger of cracking your skull.

FIFA SOCCER 2003

EA Sports's definitive soccer franchise returns to GBA with FIFA Soccer 2003. Test your mettle in a European tournament, play through an entire season or challenge a friend via the Game Boy Advance Game Link Cable. Gooooooooaaaal!

Choose from a huge selection of MLS and international teams. Soccer fans can play almost any matchup they can imagine.

Make substitutions and adjust your tactics to key in on the opposing team's weaknesses. If your opponent has a soft defense, for example, go with a strong attack formation. You can also change your team's captain, as well as which players take penalty kicks and corner kicks.

POWER PLAY

Penalty kicks often lead to goals. To avoid giving the opposing team any such opportunities, use conservative tackles (A Button) instead of hard tackles (L Button) as often as possible.

When you're working down the field, always look for someone to pass the ball to. If you need to curve your pass a little bit, press the Control Pad in the desired direction. If you want to perform a one-touch pass, press the A Button immediately before receiving the ball.

Lead your team to victory against Europe's top clubs in the European Champions Cup, Club Championship or EFA Trophy.

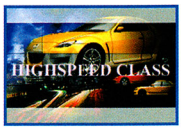
GT ADVANCE 3: PRO CONCEPT RACING

THQ's GT Advance 3: Pro Concept Racing for GBA has a plethora of cars, parts and race tracks to unlock in its ultra-deep Championship mode. To be successful in the more-difficult Championship classes, you must master the drift-cornering technique. As you approach a corner, tap the brakes then turn sharply to position your car sideways as you round the corner.

POWER PLAY

Use the upgraded parts you win in Championship mode to fine-tune your car before each race. Don't always focus on your engine, though. Sometimes a car with better handling will give you a faster lap time than a car with a higher top speed.

You begin with 20 selectable cars from 10 Japanese manufacturers, and you can unlock more in Championship mode for a total of 97!



There are four classes in Championship mode. You must complete the easier classes before you can enter the more difficult ones.

You must pass three license tests prior to competing in a Championship circuit. Use the opportunity to hone your driving skills.

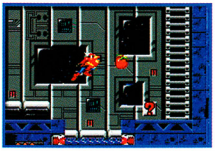
As you approach turns, let off the gas and brake early, then get back on the throttle as you come out of the turn. Your car should just touch the red-and-white cornering tracks as you hit the apex of each turn. If you turn too wide or too sharp, you could end up off the track.

Have we mentioned how much stuff you can unlock in the game? One of the coolest extras is the kart racer.

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

THE LOST VIKINGS

Super NES classic The Lost Vikings has found its way onto Game Boy Advance, thanks to Blizzard Entertainment. The addictive adventure plays almost like a puzzle game—you must figure out how to use each viking's skills to get past various obstacles.

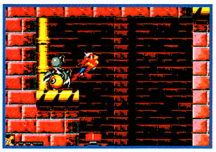


Call on Erik the Swift to jump over obstacles and break through walls. Unfortunately, Erik has no defensive capabilities.

Use Olaf the Stout to defend your vikings from attacks. You can also use his shield to float from great heights.

Armed with a sword and a bow, Baleog the Fierce is the fighter of the group. Use him to take out enemies and activate switches.

Keep an eye out for items hidden inside walls. They may be your only hope for survival in the alien spacecraft.



You'll be able to destroy some enemies only after you find certain items. Conserve such items until you absolutely need them.

Stick together! All three vikings must make it to the level's exit. If you lose one, you'll have to try the level again.

POWER PLAY

Your best bet is to lead the way with Olaf since he can shield himself from harm. When you encounter an enemy, switch to Baleog and dispatch it with his sword or bow.

EVERYONE
E
CONTENT RATED BY ESRB
Violence

MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL

Based on one of the most popular toy lines and animated series of all time, TDK Mediactive's He-Man: Power of Grayskull for Game Boy Advance lets you play as the Master of the Universe himself. Battle Skeletor's minions through 13 levels of hack-and-slash action. All of your favorite characters make appearances, including Man-at-Arms, Battle Cat and Orko.

POWER PLAY

Your first boss battle is against Clawful. Block as he swipes at you with his claw, then run up and hit him from behind as he walks back to the middle of the fighting area. Be careful not to fall off the edge and land on the fire traps below.

Smash barrels and jars to find crystals, power-ups and collectibles. Be careful, though—some of the containers hide enemies.

The axe-wielding Skeleton Minions can regenerate after you hit them. Hit 'em again and destroy the gates to stop more from pouring through.

Some power-ups increase the amount of damage He-Man can take, and others increase the amount of damage he can dish out.

When you jump across chasms, be ready to fight as soon as you land. The enemies are usually eager to attack you.

Boulders are no obstacle for the most powerful man in the universe! Use your trusty sword to clear them from your path.

Bonus stages between levels give you opportunities to earn extra lives. You must collect all the crystals within a time limit.

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EVERYONE

EVERYONE
Use of Alcohol
Mild Violence

CONTENT RATED BY ESRB

GAME BOY ADVANCE

RPG

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MARCH 2003

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

THE LEGEND OF ZELDA: OCARINA OF TIME MASTER QUEST

A preorder bonus offers two GCN versions of a legendary adventure.

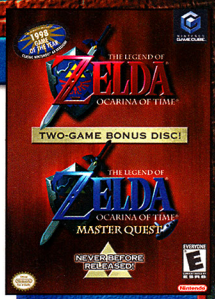
Available at participating retailers, the two-game GCN bonus disc that includes The Legend of Zelda: Ocarina of Time and The Legend of Zelda: Ocarina of Time Master Quest is free with a preorder deposit for Link's upcoming all-new GCN adventure, The Legend of Zelda: The Wind Waker.

The disc brings the Master Quest to North America for the first time. Although the story is identical to that of the original game, the dungeons contain more puzzles and enemies and is much more difficult.

Ocarina of Time is an elegantly scripted epic that reveals much of Hyrule's mythology by allowing players to control Link as a child and an adult. It is a cornerstone 3-D adventure that brought the Legend of Zelda series and adventure gaming to a new level. The N64-era graphics may seem slightly outdated in comparison to The Wind Waker's beautiful, stylized art, but the story and game play are every bit as interesting and compelling as they were when the game was orginally released in 1998.

Bonus materials for the disc include footage of upcoming GCN games.

COMMENTS: **Jessica**—Legend of Zelda fans will be overjoyed to see one of the most memorable titles in the series return on the GCN with smoother graphics and previously unreleased content. **Steve**—A challenging remix of one of the greatest games of all time. **Scott**—The Master Quest may not be for everyone—it's very challenging and the puzzles are less intuitive that those found in the original game—but the price is right and the original game is also included on the disc. **Alan**—Ocarina of Time with harder dungeons? Sign me up!



- Nintendo
- 1 player
- Two versions of a classic game and extras

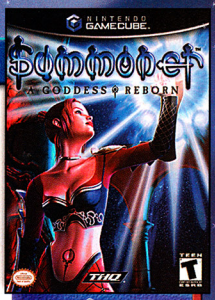
ALAN	★★★★★
GEORGE	★★★★★
JESSICA	★★★★★
SCOTT	★★★★★
STEVE	★★★★★

EVERYONE E — Violence

CONTENT RATED BY ESRB

SUMMONER: A GODDESS REBORN

A complex story blends with sword-slashing action for a winning combo.



THQ's latest entry into the RPG realm is an ambitious adventure that puts you in charge of a three-fighter team in real-time 3-D combat. Summoner: A Goddess Reborn follows a queen's quest to find The Book of the Prophets and become a goddess. Although the queen, Maia, is the main character, you can create a party from eight available characters and switch control to any member of your party at any time. Each character has unique skills and magic abilities. Maia's special abilities allow her to transform into a number of summoned monsters—a big boost in tough battles.

The adventure takes you to 30 mystical locations and allows you to choose between several quests at any time. Although the story may seem overly complicated at the beginning of the game, it makes more sense and becomes more compelling as the game progresses.

At times, the camera cuts into scenery or gets too close to the character for you to see much of your surroundings, but you can manually adjust it with the C Stick.

COMMENTS: **Alan**—An enjoyable title with tons of options that needs work in a couple of major areas. The camera often gets stuck behind things and will often rotate on its own once you have positioned it where you want it. Also, the battles can get pretty repetitive. On the plus side, there is a ton of replay value here—there are sub-quests within sub-quests and plenty of secrets and hidden treasure. **George**—The overall scope of the game is great and the fact that you can switch control between your party members is cool. **Steve**—A lot of great ideas went into the game, but a clumsy battle system and frustrating camera prevent the game from realizing its full potential.

- THQ
- 1 player
- 30 locations

ALAN	★★★½
CHRIS	★★½
GEORGE	★★★½
JESSICA	★★★½
STEVE	★★½

TEEN T — Violence, Blood — CONTENT RATED BY ESRB

POKÉMON RUBY / POKÉMON SAPPHIRE

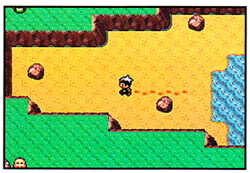
The Pokémon phenomenon hits the GBA with new features and creatures.

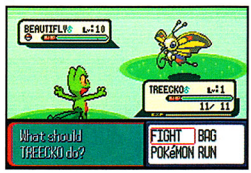
The simultaneous releases of Pokémon Ruby and Pokémon Sapphire for the GBA reintroduce the world to Pokémon basics and take the series in new directions. As you explore the new Hoenn region and learn of the exploits of Team Magma (Pokémon Ruby) or Team Aqua (Pokémon Sapphire), you'll collect Pokémon and train them to help you earn eight Gym Badges.

In addition to the classic one-on-one Pokémon battles, two-on-two battles allow two or four linking players to participate. They also feature Pokémon Contests—a new way for Pokémon Trainers to compete, in which Pokémon are judged in five categories. Only the best-trained and best-groomed Pokémon will take home a prize.

The games include tons of new Pokémon, too—some exclusive to each title.

Updated graphics and battle animations and a secret hideout that you can decorate add to the fun. Whether you are new to Pokémon or you are a seasoned player, you're sure to enjoy the smooth game play and great features of the latest games.





COMMENTS: **Scott**—Everything that I love about Pokémon—the collecting, the battling and the raising of Pokémon—is back along with a new story, new characters and new challenges. The Pokémon contests and two-on-two battles add layers of depth. **Jessica**—The game play will be familiar to veteran Pokémon fans and simple enough for those new to the Pokémon world to learn. The amount of depth involving the Pokémon contests, berries and other new details is truly astounding. **Alan**—There's something very satisfying about building a massive Pokédex and training the little critters.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously

ALAN	★★★★★
GEORGE	★★★★★
JESSICA	★★★★½
SCOTT	★★★★★
STEVEN	★★★★★

EVERYONE E — CONTENT RATED BY ESRB

ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"

- 3DO
- 1 to 2 players simultaneously

TEEN T — Animated Violence

The Army Men series takes to the air for a GCN-exclusive campaign of 20 missions in 10 backyard environments. In addition to a full arsenal, your helicopter has a winch that you can use to collect pick-ups and swing items to crush enemies and break through obstacles. Multiplayer options include four battle games and cooperative campaign play. The variety of features and solid game play add up to a satisfying experience.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

BLACK & BRUISED

- Majesco
- 1 to 2 players simultaneously

TEEN T — Mild Language, Suggestive Themes, Violence

With cartoon-quality graphics and zany humor, Black & Bruised is a boxing game with a lot of character. The game play elements are solid, too. You can choose from more than a dozen boxers who vary in strength, speed, reach and movement, and use four varieties of power-ups to add to your abilities. Boxer's Life mode follows a story line with scenes that clue you in to the weakness of your next opponent—a cool feature for a fun game.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

LEGENDS OF WRESTLING II

- Acclaim
- 1 to 4 players simultaneously

TEEN T — Blood, Violence

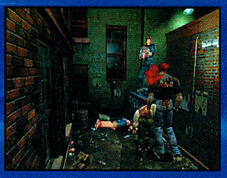
Sixty-five grapplers, including controversial comedian Andy Kaufman, emerge from wrestling obscurity for the second, and much improved, Legends of Wrestling showdown. Among the improvements, you'll find more dazzling graphics, smoother animation, more moves and more match types. Career mode features as many as 16 randomly selected story lines for each wrestler and a long journey to the championship belt.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

RESIDENT EVIL 2

- Capcom
- 1 player

MATURE M — Blood and Gore, Violence



Hard-core fans of Capcom's incredibly successful survival-horror series, Resident Evil, consider Resident Evil 2 one of the best in the bunch because of its great story and challenging scenarios. The GCN version is graphically improved over the original, and its Arrange Game gives you unlimited firepower from the beginning so you can concentrate on completing puzzles instead of conserving ammo.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

RESIDENT EVIL 3

- Capcom
- 1 player

MATURE M — Blood and Gore, Violence

With a complex story that takes place both before and after RE2, and a Live Selections feature that creates a branching path through the adventure, Resident Evil 3 is a slightly gimmicky but still very entertaining entry in the Resident Evil series. The graphics are great and the thrills are plentiful, especially during the numerous battles with the game's namesake, Nemesis. It's a good diversion while you wait for next year's Resident Evil 4.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN

- THQ
- 1 player

EVERYONE E — Comic Mischief

The wacky comedy and stylized look of the SpongeBob Squarepants TV show translate perfectly to SpongeBob's GCN debut. When a ghost pirate escapes from a bottle and puts a curse on SpongeBob, you must guide the rectangular hero through seven 3-D levels in search of the pirate's treasure. The game is simple enough for young players to enjoy, but older SpongeBob fans will like it, too—especially the humor and zany costume changes.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

DAVE MIRRA FREESTYLE BMX 3

- Acclaim/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

The best BMX game yet for the GBA features great character animation, lots of cool tunes, 11 environments and more than 1,000 trick combinations. Game progression follows the extreme-sports formula of offering cash for completed objectives. When you earn enough cash, you unlock more levels. The action is fast and the fun factor is high. The music is courtesy of Green Day, Saliva and five other bands.

ALAN
GEORGE
JESSICA
JESSICA
STEVE

THE LOST VIKINGS

- Blizzard/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Mild Violence
Comic Mischief

Three vikings explore one foreign land after the next in Blizzard's action-puzzle classic The Lost Vikings. You must use each viking's special skills to survive 35 wacky levels and find the exits. An innovative game when it was first released 10 years ago, The Lost Vikings is still a fun puzzler with interesting characters. The graphics are clear and colorful but not updated from the game's original version.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

GT ADVANCE 3: PRO CONCEPT RACING

- THQ/64 Megabits
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB

The GT Advance series is fast becoming the driving-game standard for the GBA. The third installment offers straight-ahead racing with concept cars from 10 manufacturers—more makes and models than its predecessors. In addition to the championship and single races, the game includes Drift-Combo mode, which tests your ability to zigzag through curves. It's a feature-packed winner with great graphics.

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

SONIC ADVANCE 2

- THQ/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Sonic the Hedgehog's second GBA adventure may not present significant advances beyond his GBA debut, but it's a solid action title with great game play and lots of secrets. The side-scroller has six areas (each with two zones and a boss battle) and four playable characters (Sonic, Tails, Knuckles and new character, Cream the Rabbit). You'll start as Sonic and unlock the others as you go.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

GAUNTLET: DARK LEGACY

- Midway/64 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB

Animated Blood
Mild Violence

The latest version of isometric-view battle classic Gauntlet hits the GBA with 27 levels of monster-fighting action. You can choose from four character types that vary in strength, speed, armor and magic ability and plow through armies of enemies on your way to finding 13 rune stones. Nine power-ups give you new weapons, shields and attributes. The game play for the single-player adventure is fun but repetitive.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

LEGENDS OF WRESTLING II

- Acclaim/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Violence

Showcasing 40 wrestlers from the past and present, the first GBA game in the Legends of Wrestling series is a supercharged collection of two-, three- and four-wrestler showdowns. Set up a single match or take on a field of wrestlers in a cross-country tournament, in which the goal is to gain popularity and win belts. The overall play control is simple and fun, but getting hits to connect is a little rough.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

LUNAR LEGEND

- Ubi Soft/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Mild Violence

RPG epic Lunar Silver Star Story comes to the GBA as Lunar Legend with new quests, art and items. As adventurer Alex you must set out to become a Dragonmaster. The turn-based battle system allows you to choose the party members' actions manually or let the fight play out. The characters move quickly. The cut scenes look like stills from an anime film, and the story offers lots of twists and turns.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

MARVEL'S THE INVINCIBLE IRON MAN

- Activision/64 Megabits
- 1 player

EVERYONE E — Violence

The Golden Avenger charges into action with Repulsor Beams firing in the best side-scrolling shoot-'em-up for Game Boy Advance since Turok: Evolution. As you take on classic foes such as Blizzard and Crimson Dynamo in four environments, you can blast off for short distances, use super speed and fire four types of weapons. The graphics, sound effects and game play combine for a satisfying action experience.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

MONSTER RANCHER ADVANCE 2

- Tecmo/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Comic Mischief

Raise and train monsters and enter them in monster tournaments in Tecmo's Monster Rancher Advance sequel. The second game in the series allows you to use retired monsters as trainers and to transfer monsters from the original game by way of a game link (two GBAs and a Game Boy Advance Game Link Cable required). Hard-core RPG fans will enjoy the game's complexity. Casual players may find the pace too slow.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

MORTAL KOMBAT: DEADLY ALLIANCE

- Midway/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

MATURE M — Animated Blood Violence

Advanced one-on-one combat comes to the Game Boy Advance. With a new fighting system, 12 warriors and two fighting styles per warrior, Mortal Kombat: Deadly Alliance is a fast, fun and powerful fighter with great graphics and smooth animation. Big-time fighting fans will enjoy the complex moves and new fatalities. First-time fighting-game players will appreciate the pick-up-and-play quality of the controls.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

MOTO RACER ADVANCE

- Ubi Soft/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E

One of the best racing games yet for the GBA presents cross-country and street motorcycle racing on 19 courses. The action runs at a smooth 60 frames per second on tracks that are packed with lots of hills, turns and obstacles. Although the computer-controlled competitors don't offer much of a challenge and the game offers little in the way of motorcycle customization, the overall driving experience is fast and exciting.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

THE MUMMY

- Ubi Soft/32 Megabits
- 1 player

EVERYONE E — Violence

Based on the hit animated TV series, Ubi Soft's The Mummy puts you in control of three members of the O'Connell family as they take on the forces of Imhotep in four mysterious locations. You can switch between Alex, Rick and Evy at any time and use each character's special abilities to find items and battle bad guys. Offering more variety and complexity than the average action game, The Mummy is thrilling fun.

ALAN
GEORGE
JESSICA
SCOTT
STEVE

PINK PANTHER: PINKADELIC PURSUIT

- DreamCatcher/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Breaking from the side-scrolling action game mold, Pink Panther: Pinkadelic Pursuit puts the famous feline in space and offers gravity-defying game play that will have you wondering which way is up. Unfortunately, the control is confusing at times and the graphics are cluttered. In addition to outer space, the panther travels to an underwater world and a medieval court.

ALAN ★★★
GEORGE ★½
JESSICA ★★
SCOTT ★★½
STEVEN ★★½

SUPER DROPZONE

- AIA/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB Mild Violence

Side-scrolling sci-fi action puts you in charge of a rescue effort on one of Jupiter's moons. Using the same basic premise as Defender, Super Dropzone challenges you to float above the surface and save colonists by wiping out alien invaders. Since you control an astronaut in a suit, instead of Defender's spaceship, you must keep your character from sinking to the ground—an added challenge without added fun.

ALAN ★★
GEORGE ★½
JESSICA ★★★
SCOTT ★★
STEVE ★★

WORLD TENNIS STARS

- AIA/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Travel to six international locations to engage competitive tennis action. Settings include a traditional grass court in England and a beach in Hawaii. You can choose from six players who vary in speed and power. The game is easy to pick up and play, and the computer-controlled opponents are tough to defeat—as they seldom miss the ball. Changes in court surfaces don't affect the ball's behavior.

CHRIS ★★★
GEORGE ★★½
JESSICA ★★½
SCOTT ★½
STEVEN ★★★

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
ANDY:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD eC CONTENT RATED BY ESRB — Early Childhood
TEEN T CONTENT RATED BY ESRB — Teen (13+)
ADULTS ONLY A CONTENT RATED BY ESRB — Adult (18+)
EVERYONE E CONTENT RATED BY ESRB — Everyone
MATURE M CONTENT RATED BY ESRB — Mature (17+)
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NP 411

Justin Bailey Was Here

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No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2003 to January 1, 2004 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2003 and before January 31, 2004, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are © 2003 Nintendo.

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ADVENTURE
Animal Crossing
Batman Vengeance
Blood Omen 2
BloodRayne
Casper: Spirit Dimensions
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Eternal Darkness: Sanity's Requiem
FireBlade
Harry Potter & The Chamber of Secrets
Jimmy Neutron Boy Genius
The Legend of Zelda: Ocarina of Time/Master Quest
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Universal Studios Theme Parks Adventure
Zapper

ARCADE/PARTY
Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

FIGHTING
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Super Smash Bros. Melee
UFC Throwdown
WWE Wrestlemania X8
X-Men: Next Dimension

PLATFORM
Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Pac-Man World 2
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger

PUZZLE
Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING
18 Wheeler: American Pro Trucker
4 x 4 EVO 2
Burnout
Cel Damage
Crazy Taxi
Driven
Extreme G 3
F1 2002
Freekstyle
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Wave Race: Blue Storm
Wreckless: The Yakuza Missions

RPG
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
Phantasy Star Online Episode I & II
Skies of Arcadia Legends

SHOOTER
Dead to Rights
Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Men in Black II: Alien Escape
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution

SPORTS
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
Backyard Football
Beach Spikers
Big Air Freestyle
BMX XXX
Black & Bruised
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
FIFA Soccer 2002
FIFA Soccer 2003
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
MLB SlugFest 20-03
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL 2K3
NHL 2003
NHL Hitz 20-02
NHL Hitz 20-03
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX Tricky
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Swingerz Golf
Tiger Woods PGA Tour 2003
Tony Hawk's Pro Skater 3
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NEXT ISSUE

VOLUME 167 — APRIL 2003

Bring on Pokémon!

Pokémon Ruby and Pokémon Sapphire

The Pokémon phenomenon is on its way to the GBA. Our continuing coverage of Pokémon Ruby and Pokémon Sapphire in April will offer tons of creature-catching strategy.

Great Previews and Reviews

The Legend of Zelda: The Wind Waker

X2: Wolverine's Revenge

Enter the Matrix

Golden Sun: The Lost Age

THE SPORTS REPORTS

Baseball will be in full swing in April, and NP will be ready for the start of the season with a lineup of heavy-hitting games for the GCN and the GBA. Baseball fans will be sure to find titles that hit it out of the park.

MLB Slugfest 20-04

All-Star Baseball 2004

Plus!

- RAYMAN 3: HOODLUM HAVOC
- THE MUMMY (GBA)
- MEGA MAN & BASS (GBA)
- NBA STREET VOL. 2
- EVOLUTION SNOWBOARDING
- BRUCE LEE: RETURN OF THE LEGEND (GBA)

Hamtaro: Ham-Ham Heartbreak

Mega Cool!

April's Player's Poll Sweepstakes celebrates Mega Man's 15th birthday by sending one lucky reader to Japan to meet the blue bomber's creator—the real Dr. Light, Keiji Inafune.

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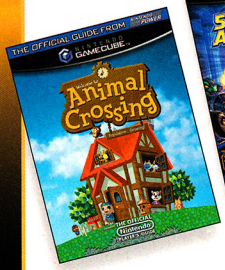

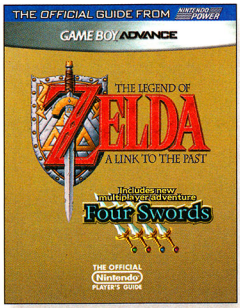

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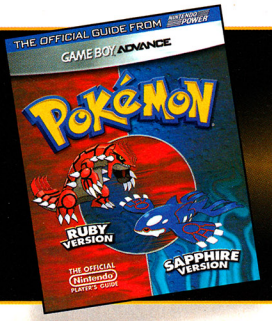

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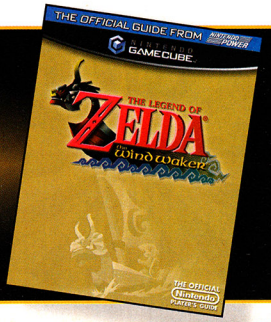

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